Take a look inside the ATARI® Computer Educational Software Directory.

You'll find innovative, easy-to-use, and fun courseware for all sorts of students in just about every grade from kindergarten to college.

FALL 1983 UPDATE

Nearly 300 NEW programs for ATARI Computer Systems!

Since the first publication of the *ATARI Computer Educational Software Directory* in January 1983, literally hundreds of new programs have been published. These include great new tutorials and simulations, computer "utilities," and comprehensive curriculum management programs – all designed to make your ATARI Computer System a more valuable part of your classroom.

Once again, we are happy to make this software directory available to you, and we plan to keep you informed with a bi-annual publication. Look for the next, all-new directory in Spring 1984.

Please refer to the individual software publishers for more information.

Atari, Inc.
(address on page 48)

ATARI Logo
ATARI Microsoft Basic II
AtariMusic™ I & II
ATARI Touch Typing
AtariWriter™ (word processor)
Mickey in the Great Outdoors
VisiCalc®

ATARI Program Exchange (APX)
(address on page 48)

Atspeller (spelling checker)
Circuit Lab (electronics simulation)
Cubbyholes (math activities)
Drawit (animated easel)
Escape to Equatus (math activities)
Fingerspelling (fingerspelling activities)
Math Mission (math activities)
Musical Pilot (introduction to music)
My Spelling Easel (paint landscape with letters & words)
Piano Tuner (tuning, tone generation & ear training)
Punctuation Put-on (punctuation activities)
Puzzler (picture puzzle put-together)
Ringmaster (math activities)
Strategic Financial Ratio Analysis
Typit (computer as a typewriter)
Video Kaleidoscope (introduction to computer graphics)
Wordgo (vocabulary game)

AtariEd
1399 Moffett Park Drive,
Sunnyvale, CA 94086

Alien Addition
AtariLab™ Starter Set (science laboratory activities; includes temperature module)
AtariLab Curriculum Modules (teachers support materials)
AtariLab Light Module
ATARI Logo in the Classroom: A Teacher's Manual
ATARI/PLATO®
Atari Sentences
CONDUIT Algebra Part I & II
CONDUIT Trig Part I & II
Concentration
Demolition Division
Denver Pascal (programming language)
Department of Defense Dependent Schools Student Scheduling Program
Division Drill
Geoterms, Part I & II
Green Globs & Other Trig Diversions
Math Facts and Games
Math Mysteries
Meteor Multiplication
Peter and the Wolf (music comprehension)

Player Maker (player missile graphics programming utility)
Screen Maker (screen graphics programming utility)
Spelling in Context (8 disk series)
Super Pilot
The Case of the Cat's Coat (explorations in genetics)

CBS Software
One Fawcett Place,
Greenwich, CT 06836

Success with Math (Add/Subtract, Multiply/Divide, Linear Equations Quadratic Equations) (4 programs)

Compumax, Inc.
(address on page 48)

Accounting Applications Systems (Accounts Payable, Accounts Receivable, General Ledger, Inventory Control, Payroll Personnel, Point of Sale)
Microhome (A Home Management Program)

Compu-Tations, Inc.
(address on page 48)

French Vocabulary Drill
German Vocabulary Drill
Spanish Vocabulary Drill
Typing Teacher

Creative Computing
39 Hanover Avenue,
Morris Plains, NJ 07950

Math Games

DYNACOMP, Inc.
(address on page 48)

Math Whiz-Quiz
Teachers Gradebook (classroom administration)

EMC Publishing
300 York Avenue,
Saint Paul, MN 55101
(612) 771-1555

Home Economics Packages:
Budgeting & Nutrition

How to use this Directory:

The ATARI Computer Educational Software Directory is divided into the categories shown in the Table of Contents. Each product is followed by the name of the company which produces or distributes the product. In the back of the directory, you will find the addresses and phone numbers for contacting these companies. Atari, Inc. distributes only those products marked "Atari, Inc.," or "ATARI Program Exchange."

In each section, you will find coded information after each program. The code definitions appear at the bottom of each page for easy reference and should be interpreted as follows:

Example:

Product Name

Product Description

(1)   (2)   (3) (4) (5)   (6)   (7) (8)   (9)

P-1, 32K*/48K*/48K,* ▱/▣/▢, ATARI BASIC, ⬇, 🕹, PRT OPT or PRT,

                (10)   (11)   (12)

X Company Master cartridge, $34.95*/$54.95*/$54.95,* Atari, Inc.

*Where information is separated by virgules (/) the order of data presentation is cassette/diskette/cartridge.

(1) Grade level (Preschool through Adult/Vocational)
(2) Memory Requirement
(3) Medium (Cassette)
(4) Medium (Diskette)
(5) Medium (Cartridge)
(6) Language Cartridge Required
(7) Controllers Required (Joystick)
(8) Controllers Required (Paddle)
(9) Printer Optional or Printer Required
(10) Other Requirements
(11) Price
(12) Manufacturer or Distributor

Advanced MusicSystem

Students select an activity from a menu of fourteen choices. Musical notes are entered by specifying various parameters, such as octave, duration, dynamic level, and articulation. Every time a note is entered, the program reproduces it through the television speaker and displays it on the screen, where it can be easily modified at any time. Advanced MusicSystem can play very complex rhythms and extremely rapid tempos. Once created, music can be listened to in as many as four independent voices in a 5½ octave range. Built-in synchronization functions let students construct a tape with at least eight simultaneous voices using an external tape recorder. Advanced MusicSystem saves music on a diskette and merges files to create very large files. Depending on memory size, users can store up to 6,000 notes in a file. Demonstration pieces included on the diskette.
6-Adult, 32K, ▣ , ATARI BASIC, ▣▣ , DOS-II formatted diskette(s) for storing music.
$29.95. ATARI Program Exchange

Delta Drawing [1]

With Delta Drawing, children create their own colorful drawings on the computer screen using single key commands to control the Delta cursor. When a child draws a picture, the computer records each keystroke as an entry in a program to draw that picture. And because one or more drawing programs can be nested inside another program, children can build up complex pictures, patterns, and designs from simple parts.
K-7, 48K, ▣ , PRT OPT
$59.95. Spinnaker Software

[1] Trademark of Spinnaker Software

Doodle Drawer

Doodle Drawer enables you to draw a four-color (counting the background) picture on your TV screen using your ATARI joystick as a paint brush and save these pictures on tape or diskette. Doodle Drawer is an excellent activity for small children.
P-5, 16K, ▣ / ▣ , ATARI BASIC, ⚘
$14.95/$18.95. DYNACOMP

Facemaker

Facemaker is really three games in one. The first game presents the child with a blank face and asks the child to complete the face by choosing from sets of eyes, ears, noses, etc. The second game takes the completed face and lets the child make the face smile, wink, frown, wiggle its ears, or stick out its tongue. A succession of expressions can be linked together to create an animated series. The third game asks the child to repeat the sequence of faces shown on the screen, helping to improve the child's memory and concentration. Facemaker features full color graphics and sound.
P-3, 48K, ▣
$34.95. Spinnaker Software

Keyboard Organ

Turn the ATARI Home Computer into a simple organ with vibrato and attack features. Play songs using the computer's keyboard as if it were an organ keyboard, one note at a time. Students can record and play back songs, and even play duets or rounds by recording a song and playing it back while playing along on the computer keyboard. Two rows of piano keys display on the TV screen. The keyboard symbol appears at the top of each piano key and the letter of the musical note appears at the bottom.
K-Adult, 24K, ▣ / ▣
$22.95. ATARI Program Exchange
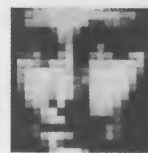
The Magic Melody Box
Creating a four-voice, harmonized song involves only two simple steps. Students use a joystick controller to select one of twelve rhythm patterns and then to draw a melody line in a box displayed. As they draw, the notes play. The line can be re-drawn at any time. Then the program uses the melody line and rhythm to compose about a minute of a harmonized song. In this way, melodic relationships can be visually represented.
K-up, 16K/24K, ▤ / ▣ , BASIC, ♣
$15.95. ATARI Program Exchange

Music I: Terms and Notations
Music I is the first of a series of three modules for music theory drill and practice. Four of the programs on Music I present music notations using high-resolution graphics. Included are drills on note and rest types, enharmonic equivalents, key signatures, and note identification. The Terms program includes 57 musical terms divided into three levels of difficulty. The Introduction program provides an overview of the computer's capability to generate music-related sound and graphics. Diskette and 56-page support manual.
All, 16K, ▣ , ATARI BASIC
$36.00. Minnesota Educational Computing Consortium

Music II: Rhythm & Pitch
Contains seven programs created by the Minnesota Educational Computing Consortium. "Counting" provides drill in time signatures, note and rest type, and counting. In "Aural Intervals" and "Visual Intervals," students practice recognizing intervals by ear and sight. "Wrong Note" provides practice in comparing written and performed pitch patterns. "Missing Note" provides drill in elementary melodic dictation. "Rhythm" provides drill in comparing written and performed rhythm patterns. "Rhythm Play" provides drill in performing rhythm patterns.
5-10, 16K, ▣ , BASIC
$29.95. ATARI Program Exchange

Music III: Scales & Chords
Contains five MECC programs. In "Whole – Half" the student determines whether the interval between two pitches is a whole or half step. In "Find the Half" students must determine where the half-step interval occurs in a series of pitches. "Triads" provides drill in identifying arpeggiated major, minor, augmented, and diminished triads. In "Scales" students must identify major and minor scales and four modes. "Sevenths" provides practice in identifying major, minor, dominant, half diminished, and full diminished seventh chords.
3-10, 16K, ▣ , BASIC
$29.95. ATARI Program Exchange

Music Composer
Turn an ATARI Computer into a musical instrument with this program. Students type in musical notes, then hear the note as it's displayed on the screen. Finish a section and the computer plays back the melody. User controls the pitch, octave, duration, and loudness of each note. Save compositions, using the optional ATARI Program Recorder or the ATARI Disk Drive. Includes an instruction manual.
7-Adult, 8K, ▢
$39.95. Atari, Inc.

Musical Computer – The Music Tutor
Musical Computer gives students a solid overview of the mechanics of music. They quickly learn about musical symbols, treble and bass clefs, rhythm, and sharps and flats, and also learn the names of every musical note through simple phrases. They see how musicians read music by counting notes – whole notes, half notes, quarter notes, eighth notes – and the rests that occur in between.
3-Adult, 40K, ▣ , ATARI BASIC
$15.95. Computer Applications Tomorrow

Paint[2]

Students are able to create paintings of their own on the computer using hundreds of color textures. The Paint package is an entertaining, educational look. Provides students with the opportunity to extend learning to boundaries limited only by the imagination.
P-Adult, 48K, ▣ , ATARI BASIC
$39.95. Atari, Inc.

Picture-Play

Picture-Play is a unique drawing program in which four players can jointly develop pictures – patterns – shapes and save the results on diskette or cassette. Each player uses his joystick to pick up different graphic characters, numbers, or letters from the bottom of the screen. These are taken to the picture screen and placed in the desired location(s). Each player returns to the character field as often as necessary. Music can be turned off and on by the players.
P-Adult, 16K/24K, ▤ / ▣ , ATARI BASIC, ♨ , PRT OPT
$14.95/$19.95. Edupro

[2] Super Boots™ software developed by Capital Children's Museum, licensed by Reston Publishing Co., Inc.

Player Piano

This program displays the 20 black and white piano keys. Then, a musical note symbol jumps across the keys as a tune is played. With Player Piano, students can create tunes much like tapping one out on a piano. Additionally, however, a series of menu options allows users to save tunes as created, modify them as desired (now or later), play all or part back at any time, and then store them on cassette or diskette, for recall at a later time. Tunes having as many as 400 notes, composed of whole, half, quarter, and eighth notes, and having a variety of tempos, can be created. An auxiliary program displays or prints a data listing of longer, more complex songs for analysis and modification.
K-Adult, 24K/40K, ▤ / ▣ , ATARI BASIC, PRT OPT
$22.95. ATARI Program Exchange

Professor Von Chip's Music Major

Teaches the fundamentals of music in a lighthearted, yet serious manner. Each lesson is designed to be run many times without becoming boring. A parent or teacher can easily add to or modify the quizzes. Includes a 50-page guide and instructions. Topics covered include: note counting, measure practice, key signature, sample Beethoven quiz, note recognition, keyboard recognition.
K-Adult, 32K, ▤ / ▣ , ATARI BASIC, PRT OPT
$39.95. Educational Software

Sketchpad

Sketchpad has 23 commands for drawing, coloring, and merging designs. Students can draw points, lines, boxes, circles, lines radiating from a common point, and solid areas or create mirror images of designs. Hue and intensity of four pen colors (one background and three foregound) can be changed. Design elements in one area can be copied to other areas, and a design on the screen can be merged with one stored on cassette or diskette. The diskette version contains sample designs not included on the cassette version.
6-Adult, 16K/24K, ▤ / ▣ , ATARI BASIC, ♨ , DOS-II formatted diskette(s) for storing pictures.
$22.95. ATARI Program Exchange

Business

ATARI Word Processor

A comprehensive, simple-to-use word processing system for the ATARI Computer. Features include editing, formatting, preview, save, and print functions, as well as additional features to make document creation easy. Neatly packaged in its own binder containing a six-lesson instructional program, reference manual, one program diskette, one back-up diskette, one training data diskette, and an audio cassette for training.
7-Adult, 48K, ▣, PRT OPT
$149.95. Atari, Inc.

Auto Mechanics

Includes: Checking out a used car; Overhauling the car's engine; Increasing the car's mechanism; Facts about the car's mechanism; Terms a mechanic uses; The car's electrical system; The Automobile Mechanic Career; The Mechanic and His Tools; Safety in the Shop; Color code; The Diagnostic Center; Engine displacement in cubic inches; Converting to the metric system; Mileage - fuel performance; Computing changes and labor costs; Replacing a burned out fuse; Credit interest, paycheck deductions.
9-Adult, 8K, ▱, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Business Communications

Includes: Basic Psychology for Businesspeople; Oral Communications; Courtesy in Communications; Developing an Effective Writing Style; Eliminating Common Writing Style; The Format of Business Communications; Patterning Comm. According to Purpose; Sales Communications; Letters About Routine/ Pleasant Subjects; Comm. About Unpleasant Subjects; Writing Collection Letters; Communications about Employment; Internal Communications; Planning the Report; Illustrating the Report; Writing the Business Report.
9-Adult, 8K, ▱, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Carpentry

Includes: Plans for building a house; Construction of a house; Framework and basic construction; Erect, close in-materials, elements; The trimwork on a house; Completing for occupancy; The Trade of Carpentry; The Carpenter and His Tools; Wood: The Basic Material; Safety on the Job; Solving carpentry problems; Fractional and decimal values; Problems carpenters deal with; Linear measurements; Problems involving area; Board foot measurement-lumber.
9-Adult, 8K, ▱, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Construction Skills

Includes: Construction site tools; Four kinds of masonry mortar; Making, setting, finishing concrete; Measuring and drafting tools; Orthographic and pictorial views; Construction terms defined; Nails, woodscrews illustrated; Wood, uses, dimension lumber; Power saws, electric drills; Plumbing terms, concepts, equip.; Installations of pipe and fittings; Painters, estimating amounts; Brushes, rollers, spray guns; Preparing wall and trim surfaces; Electricity-terms and components; Electrical wiring of a building.
9-Adult, 8K, ▱, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Counseling Procedures

Includes: The Counselor; The counselee; Goals; Cognitive Counseling Theories; Affective Counseling Theories; The First Meeting; Counseling Techniques; Communications; Educational & Training Counseling; Employee Counseling; Employee Counseling Interviews; Career Counseling; Group Counseling; Testing; Evaluation of Counseling.
6-8, 8K, ▱, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Fluid Power: Hydraulics, Pneumatics

Includes: Fluid Power Introduction; Theories and Principles; Laws; Fluids and Contamination; Transmission of Forces; Basic Systems; Diagrams; Fluid Power Lines; Fluid Power Connectors; Sealing Devices and Materials; Reservoirs, Filters, Accumulators; Pumps and Compressors; Control & Measurement of Flow; Control & Measurement of Pressure; Directional Control Valves; Fluid Power Actuators; Troubleshooting Fluid Power Systems.
9-Adult, 8K, 📟 , Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

General Shop Practices

Includes: Tool identification lesson; Fasteners and hardware; Proper lubricant for small engines; Performing periodic services; Operation of the four-cycle engine; Discussion of a two-cycle engine; Use of micrometers and calipers; Measuring, marking, cutting-metal; Soldering electrical connections; The acetylene torch, safety rules; Cutting and Welding; Electric arc welding, terms, types; Unsafe situations, prevention; Employment hints; Discussion of Business Etiquette.
9-Adult, 8K, 📟 , Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Health Service Careers

Includes: The Medical Team; The Health Professions; Helping Patients; Human Anatomy; Medical History; Extended care; Supplies and Equipment; Sterilizing Equipment; Diagnostic Tests; Blood Tests; Using the Microscope; Injections; Electrocardiograms; Radiology; Medical Specialties; Clear Communications.
9-Adult, 8K, 📟 , Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Management Simulator

Each player, or team of players, controls a company which manufactures three products. The company competes against other companies, each of which sells three similar products. Each player attempts to out-perform his competitors by selecting what he perceives to be an optimum operating strategy.
C-Adult, 24K, 📟 / ▣ , ATARI BASIC
$25.95/$29.95. DYNACOMP

MasterType

Typing instruction in game format. Zap the enemy word by typing it correctly or the word zaps you. Eighteen progressive lessons, graduated from home letter recognition to eight-letter words and BASIC language key words Provides a continuous challenge to master the keyboard. Ability to create your own lesson.
6-Adult, 32K, ▣ , ATARI BASIC
$39.95. Lightning Software

Meat Processes & Technology

Includes: Basic Terminology; Anatomy – Some Terms; Varieties of Sausage; Meat Cuts; Meat Packing Substances; Meat Packing Conditions; Meat Packing Processes; Meat Packing Practices; Meat Packing Mechanisms; Animal Diseases; Miscellaneous Terms; Weight Conversions; Volume and Capacity; A Review of Fractions; Fahrenheit and Celsius; The Metric System.
Meat Technology includes: Meat Inspection Legislation; The Meat Business; The Poultry Business; Poultry Anatomy I; Poultry Anatomy II; Poultry Pathology; Meat Hygiene; Dressing and Inspection; Meat Preparation; Marketing Meat; Natural Additives; Sanitation Procedures; Using Graphs; Time Zones; Percentage Problems; Meat Calculation.
9-Adult, 8K, 📟 , Ed. System Master Cartridge
$79.00 (32 programs on 8 cassettes). Dorsett Educational Systems

Office Careers

Includes: An Office Career; The Office Assistant; Handling Communications; Communications Equipment; Filing and Indexing; Duplicators and Copiers; Word Processing Equipment; Postal and Shipping; Banking and Legal Duties; Travel and Conferences; Spelling and Grammar; Business Writing; Writing Reports; Bookkeeping Steps; The Business Style; Planning Your Career.
9-Adult, 8K, 📟 , Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Principles of Accounting

Includes: Assets, Liabilities and Equity; Double Entry Accounting; The Journal and the Ledger; The Income Statement and the Balance Sheet; Simple Business Accounting; Service Business Accounting; Accrual Accounting in Retail Firms; The Cash Accounts; Payroll Accounting; Purchases and Sales; Notes and Interest; Inventory and Expenses; Fixed Assets; Proprietors, Partners and Corporation; Yearend Accounting; Computers and Accounting.
9-Adult, 8K, 📟 , Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Supervisory Practices

Includes: Introduction to Supervision; Factors Affecting Supervisor's Job; Leadership Styles; Planning & Organizing Work; Giving Orders; Directing Processes; Supervisory Decision-Making; Understanding Individual Employees; Improving Performance-Motivation; Employee Discipline; Communications; Evaluating Employee Performance; Handling Complaints, Grievances; Compensating Employees; Selecting New Employees; The Supervisor and the Union; Supervisor of the Future-EEO, OSHA.
College-Adult, 8K, 📟 , Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Tax Optimizer

A software system designed to evaluate various tax alternatives and to select the most advantageous method for the preparation of an individual Federal income tax return. Each set of input data is referred to as a scenario. A tax scenario can contain up to five alternatives. Individual scenarios may be saved on diskette for future reference. Scenarios may be retrieved, modified, and recalculated at will.
Adult, 32K, ⊡ , ATARI BASIC, PRT OPT
$59.95. DYNACOMP

Touch Typing

Discover the advantages of teaching touch typing on an ATARI Computer. Start students at any level: beginner, intermediate, or advanced. They practice while the computer keeps track of words per minute. This program even evaluates weak points and uses its built-in sentence generator to tailor exercises suited to specific skill levels. Two cassettes. Complete with instruction booklet.
7-Adult, 16K, 🖳 , ATARI BASIC
$24.95. Atari, Inc.

Typo Attack

This exciting game can make typing exercises exciting! Students must defend bases against animated typo invaders falling from overhead. The speed of the game requires that students depend upon touch typing skills; there is no time to search the keyboard for the correct response. There are nine skill levels, and the program keeps track of high and current scores.
5-up, 8K/26K, 🖳 / ⊡
$29.95. ATARI Program Exchange

Computer Science

ATARI BASIC

BASIC (Beginners All-Purpose Symbolic Instruction Code) is simple enough to let your students get started in programming now, yet challenging enough to let them keep exploring for a long time to come. BASIC's flexibility and learning ease have made it the standard among languages available for microcomputers. This cartridge is required to run cassette and diskette programs written in ATARI BASIC. A self-teaching book called *Inside ATARI BASIC* and the ATARI BASIC Reference Manual are sold separately.
7-Adult, 8K, ▱
$59.95. Atari, Inc.

ATARI Microsoft BASIC

For more advanced uses, discover this more flexible, more powerful BASIC. ATARI Microsoft BASIC makes programs written in this popular language readily adaptable for use with your ATARI Computer.
9-Adult, 32K, ⊡
$89.95. Atari, Inc.

ATARI Pascal Language System

Pascal is a structured programming language suited for advanced programmers. ATARI Pascal is a multipass, pseudo-code compiler offering a flexible modular compilation scheme to permit easy transition from large, monolithic programming style to modular programming without extensive preplanning. ATARI Pascal supports the International Standards Organization (ISO) draft standard (DPS/7185 as of 10/1/80). It supports sequential and direct access files, text files, and block I/O. It has the same file handling capabilities as the ATARI Disk Operating System 2.0.S. For a more complete description of this and other languages, see the APX Catalog.
8-Adult, 48K, ⊡ , PRT OPT, Two ATARI Disk Drives, ATARI Program-Text Editor
$49.95. ATARI Program Exchange

Computer Discovery[3]

Gives your students the fundamental understanding of computers. No prior knowledge of the subject is required. Students interact with the computer, using a Student Workbook and computer programs provided on cassettes or diskettes, to learn about computer history, hardware and software concepts, writing simple programs, and the computer's role in society. Workbook is available at your choice of levels: junior high (grade 6 reading level) or senior high (grade 9 reading level). Instructor's Guide helps you develop a more extensive computer awareness curriculum.
6-12, 16K/32K, ▤/▣
$200.00. Science Research Associates (SRA)

Computer Literacy

This lesson is a foundation for a full curriculum in computer literacy or simple programming. It gives a brief introduction to the history, uses, and issues surrounding computers in today's society, presented in a friendly, non-intimidating manner with touches of humor and simple supportive graphics. Designed for junior or senior high and vocational school students.
6-12, 48K, ▣, BASIC A+
$45.00 first copy, $35.00 additional copies. Control Data Corporation

Digital Electronics

Includes: Digital Logic Electronics; Converting to Other Bases; Adding/Subtracting in Other Bases; Digital System Codes; Boolean Algebra in Digital Systems; Laws of Boolean Algebra; Practice With Boolean Algebra; Understanding Boolean Algebra; Operations With Logic Functions; The Digital Computer Lab; Using Logic Gates; Circuits: Comparators & Detectors; Adders and Decoders; The Seven-Segment Readout; Semicon, Memory Cells-Flip-Flops; TTL Integrated Circuits.
Adult, 8K, ▭/▤, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

[3] Trademark of Science Research Associates

Extended fig-FORTH, Rev. 2

Many advanced programmers find that FORTH is a good development tool for applications requiring high speed and low memory consumption, such as process control, systems software, and games. Extended fig-FORTH is a full implementation of the standard FORTH as defined in the Forth Interest Group (fig) Implementation Guide. It roughly follows the 6502 Rev. 1.1 FORTH sources as supplied by the Forth Interest Group (P.O. Box 1105, San Carlos, CA 94070). Many changes were incorporated in adapting the sources to the ATARI Home Computer, but the definitions, operation, and user interfaces remain as described in the guide. For a more complete description of this and other languages, see the APX catalog.
9-Adult, 16K/24K, ▤/▣, FORTH, PRT OPT
$39.95. ATARI Program Exchange

How to Program in the BASIC Language

This tutorial software-and-workbook combination gives the student step-by-step instruction in BASIC programming, with software paralleling the student workbook. Included are activity worksheets, program operating instructions, teacher's guide, student's manual, and follow-up. No previous computer knowledge is required. Clear and simple presentation of topics.
6-8, 32K, ▣, ATARI BASIC, PRT OPT
$74.95. Sterling Swift Publishing Co.

Instructional Computing Demonstration

The Instructional Computing Demonstration package is designed to aid in giving a series of brief demonstrations illustrating the use of the ATARI Computer in instruction. Programs on the diskette were selected from the MECC series of ATARI diskettes. The programs are grouped into categories which illustrate ways programs can be used in an instructional setting, such as in large groups, small groups, and individually. This package provides an opportunity to preview MECC's ATARI products and introduces educators to using computers in the classroom. Diskette and 36-page Support Manual
Adult, 16K, ▣, ATARI BASIC
$35.00. Minnesota Educational Computing Consortium

An Invitation to Programming 1: Fundamentals of Programming

The fundamentals of introductory programming in ATARI BASIC. The six lessons in this cassette program introduce your students to the computer keyboard, teach them to use the PRINT statement and perform simple mathematical calculations. They'll also see examples of the computer's color graphics and sound capabilities. With a little time and practice, they can develop their own personal programs in ATARI BASIC.
5-Adult, 8K, ▤, ATARI BASIC
$24.95. Atari, Inc.

An Invitation to Programming 2: Writing Programs One and Two

With these two program cassettes, students learn how to write programs in ATARI BASIC. These lessons cover topics such as FOR …NEXT loops, subroutines, and READ, DATA, DIM, PEEK, and POKE statements. The package includes two program cassettes and a workbook.
5-Adult, 8K, ▤, ATARI BASIC
$29.95. Atari, Inc.

An Invitation to Programming 3: Sound and Graphics

Students learn simple music theory and how to set the pitch, purity, and loudness levels of notes. They can draw their own computer art by using the color registers, the graphics characters and other features. Two program cassettes and a self-guiding workbook come with this program. Instructions are included on the cassettes.

5-Adult, 8K, 🖦, ATARI BASIC
$29.95. Atari, Inc.

The MECC Book for the Atari

This guide to the MECC courseware collection assists educators in selecting materials to fit their specific needs. Courseware for the ATARI Computer is indexed by program title, by curriculum area, and by grade level. These indexes direct the reader to more complete information on each program. By using *The MECC Book for the Atari*, the topic, grade level, reading level, educational objectives, and a brief description for each program on any diskette are easily obtained.

Adult, 16K, ⊡, ATARI BASIC
$5.00. Minnesota Educational Computing Consortium

Meet the Computer: Beginning BASIC

Color-coded activity folders teach BASIC programming statements and commands. Each folder covers a specific aspect of programming such as graphics, the PRINT statement; IF, THEN statements. Includes reference folders for programmers, reproducible graphs and charts for plotting graphics and keeping records, programmer's guide. Teaching Objectives: (1) To make a student/teacher comfortable with the computer. (2) To teach the student/teacher beginning BASIC. 15 activity folders, 2 information cards, 3 reproducible sheets, programmer's guide.

K-Adult, 16K, ⊡, ATARI BASIC
$29.00. Sunburst Communications

PILOT (Educators' Package)

PILOT (Programmed Inquiry, Learning Or Teaching) is a simple yet powerful programming language. It was designed for teachers to create interactive educational programs, so it's an ideal introduction to programming for both children and adults. The commands are based on common English words and PILOT is text-oriented, so it's easy to write stories to help children learn to read, grasp concepts, and understand computers all at the same time. "Turtle" graphics offer an intuitive approach to creating intriguing color pictures on the screen. PILOT sound can create tunes using up to four simultaneous voices. The educators' package comes with two cassettes illustrating programs for children, graphics capabilities, and uses for teachers and others. The package comes with a comprehensive PILOT Primer for beginners, a Student PILOT Reference Guide, a Pocket Reference Card, and a Demonstration Program Users Guide.

3-Adult, 16K, ⌨, PRT OPT
$129.95. Atari, Inc.

Simulated Computer

This program simulates the operation of a small machine-language computer. The video screen becomes a computer: the internal registers and all 20 memory locations are displayed on the screen. You can input programs, run them, single-step them – and see the results of every machine cycle on the screen. The ten different instructions available permit the writing of a surprising variety of programs. The computer can be single-stepped, run at a speed chosen by the user, or run at full speed.

6-Adult, 16K/24K, 🖦/⊡, ATARI BASIC
$14.95/19.95. Edu-Soft

Some Common Basic Programs

The entire collection of seventy-six programs featured in the book *Some Common Basic Programs* by Osborne/McGraw Hill is now available on diskette for the ATARI 800 Home Computer. The book is included with the diskette. For ease of use, the programs have been separated into four categories: business, mathematics, statistics, and miscellaneous.

7-Adult, 32K, ⊡, ATARI BASIC
$40.00. High Technology Software Products

Courseware Authoring and Classroom Management

Easygrader

Teachers will love keeping classroom records with Easygrader! You can store student grades, compute averages, assign final grades, produce statistics, and print reports with this comprehensive package. Easygrader is an extensive record-keeping package. The program's design reduces the amount of data entry necessary and automates vital operations. The printed reports and inquiry screens are comprehensive and easy to use.
Adult, 40K, ⊡, ATARI BASIC, PRT OPT, DOS-II formatted diskette(s) for storing data
$22.95. ATARI Program Exchange

Grade Book

This record keeper will maintain a file of student's test scores along with comments. Up to 7 subjects are allowed. This allows 35 students and printed copies of each student's test scores to be made. A great time saver.
Adult, 24K/32K, ▤/⊡, ATARI BASIC, PRT OPT
$24.95. Educational Software

Match Game

The Match Game can be played with an unlimited variety of educational materials. The computer presents a game board of numbered boxes. Players uncover two on each turn, trying to find those with matching contents. The game has exact matches and paired matches (such as synonyms, math problems and answers). You can create your own games. One to four people can play, the board can be set for 2 to 10 matches. The computer can play too, and it will adjust its level of play to board size and player's skills.
K-12, 16K, ▤, ATARI BASIC, ♨
$24.95. Teaching Tools

Microteach

Teachers' Aide converts your ATARI 800 Home Computer into an automatic courseware writer with no programming required. Courseware will run using Student Pak. "Demomaker" lets you produce an automatic demo of sequences typed in without programming. Available sample courseware includes accounting primer and sales primer. Keyboard graphics are available.
P-Adult, 48K, ⊡, BASIC A+, PRT OPT
$195.00 for Teachers Aide module (in English or Spanish); $80.00 for Student Pak module (in English or Spanish) $195.00 for Demomaker module; $39.95 for Courseware module. COMPUMAX

Multiple Choice Files

A program similar to Study Quiz Files, for Multiple choice tests. It contains randomized questioning and stimulating, high-impact immediate-feedback learning strategies. MCF provides for five choices to each question stem. An advantage of MCF is that longer answer choices may be employed and likewise, more complex questions. The user need only select the letter identifying his answer choice. Hard copy multiple choice tests may be printed.
K-Adult, 48K, ⊡, ATARI BASIC, PRT OPT
$24.95. Compu-Tations

Quiz Master

Teachers use Quiz Master to create five kinds of quizzes while students use the same software to take the quizzes. Quizzes available include vocabulary review (or spelling tests), true/false quizzes, and multiple choice quizzes with three, four, or five answers. Teachers can revise quiz questions as needed. To create a quiz, the user simply answers a series of questions posed by the computer.
3-Adult, 32K, ⊡, ATARI BASIC, ♨
$22.95. ATARI Program Exchange
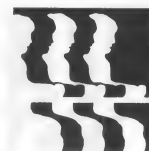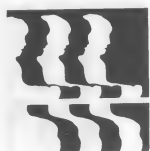
Readability Index/Grade Averages

Readability Index: Using the Bormuth Formula, which has proved to be one of the most accurate readability equation, this program enables the user to determine the readability of any text by approximate grade level. Grade Averages: This program is unique in that it enables the teacher to calculate grade averages by using both numeric and letter grades. Numeric and letter grades may be entered together without the necessity of previous conversion.

K-Adult, 32K, ▣, ATARI BASIC, PRT OPT
$26.90. Educational Activities

Round Robin Scheduler

Your task of creating a round-robin schedule is now an easy one. With this program, as many as 38 teams in up to 10 rounds can be scheduled with home and away games balanced. You can enter your team names or you can let the computer assign names to the teams. The resulting schedule can be displayed on the screen or printer.

6-Adult, 16K; 🖴/▣, ATARI BASIC, PRT OPT
$19.95. JMH Software of Minnesota

Teacher's Aid

Teacher's Aid is a new grade and attendance management system powerful enough for any teacher's needs yet simple enough for the least computer literate teacher. Teacher's Aid is easy to use, menu driven grade and attendance system. Features include (1) Flexible class assignment structures, able to setup and keep records of any combination of homework, test, etc.; (2) grade averages can be prepared using weighted scores, possible scores, tables, percent or a combination of these methods; (3) students progress reports on either the screen or printer; (4) an individualized list of missing assignments; (5) easy editing and additions to any of the files; (6) now includes histogram plotting and attendance maintenance option.

K-Adult, 32K, ▣, ATARI BASIC, PRT OPT
$34.95. Tamarac Software

Study Quiz Files

A user-oriented host program that allows you to create lessons in quiz form on any subject without programming knowledge. A teacher or parent can place an entire course on diskette with modular lessons which can be retrieved, run or revised at will without having to rewrite lessons each time. Items are scrambled and represented until the material is mastered. The program includes hard copy print capabilities and uses the word-match format with all choices displayed. Two versions are provided on the diskette. The more popular edition requires the user to type in the number of his answer choice. The Full-Answer version requires the user to type in the complete response, reinforcing spelling as well as learning skills.

K-Adult, 48K, ▣, ATARI BASIC, PRT OPT
$24.95. Compu-Tations

Foreign Languages

Astro Word Search — French

Go on a French word search in the grid of letters on the screen. The computer shows you the number of words and keeps score. Comes with a separate dictionary of definitions. An entertaining way to improve foreign-language vocabulary.
6-Adult, 16K/24K, 📼/💿, ATARI BASIC, ✑
$16.95/$23.95. Program Design

Astro Word Search — Spanish

Go on a Spanish word search in the grid of letters on the screen. The computer shows you the number of words and keeps score. Comes with a separate dictionary of definitions. An entertaining way to improve foreign-language vocabulary.
6-Adult, 16K/24K, 📼/💿, ATARI BASIC, ✑
$16.95/$23.95. Program Design

Compu-Dikduk

This program is designed to reinforce the student's understanding of basic aspects of Hebrew grammar (Dikduk). It includes conjunctions of the present and future tense of verbs, singular and plural possessive forms, and the correct use of prefixes and suffixes. An integral part of each section consists of quizzes and tests so that the student can determine his own progress. Compu-Dikduk can be used for individual study or in the classroom.
6-8, 48K, 💿, ATARI BASIC, PRT OPT
$25.00. Institute for Computers in Jewish Life

Conversational French, German, Spanish & Italian

The ATARI Computer spells out phrases with descriptive color pictures on the TV screen. Students listen as the instructor pronounces the phrases correctly. Each language course consists of five cassettes and a workbook. Complete the exercises in the self-teaching workbook after listening to the program to reinforce what you've learned. Self-paced, the lessons may be stopped at any point and continued when the student is ready. Each language sold separately.
6-Adult, 16K, 📼, ATARI BASIC
$59.95. Atari, Inc.

French Vocabulary Builder

Students are given a basic vocabulary of 500 words including useful verbs, number words or words commonly used in traveling, shopping, restaurants, or the home. The structured presentation of groups of related words provides students with context and similarity clues to help them increase their vocabulary proficiency. Designed to supplement introductory level and refresher courses.
6-Adult, 48K, 💿
$45.00 first copy, $35.00 additional copies. Control Data Corporation

German Vocabulary Builder

Students are given a basic vocabulary of 500 words including useful verbs, number words, or words commonly used in traveling, shopping, restaurants, or the home. The structured presentation of groups of related words provides students with context and similarity clues to help them increase their vocabulary proficiency. Designed to supplement introductory level and refresher courses.
6-Adult, 48K, 💿
$45.00 first copy, $35.00 additional copies. Control Data Corporation

Hebrew Reading

Thirteen units designed to teach the reading of Hebrew to those who have no prior knowledge of the Hebrew alphabet or those who are just building their basic reading skills. Includes quizzes and review materials. An optional sound tape enables the student to hear the proper pronunciation of letters and words.
9-Adult, 48K, 💿, ATARI BASIC, PRT OPT
$50.00. Institute for Computers in Jewish Life

Spanish/English Words and Phrases

Includes 16 programs.
9-College, 8K, 📼, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Spanish Vocabulary Builder

Students are given a basic vocabulary of 500 words including useful verbs, number words, or words commonly used in traveling, shopping, restaurants, or the home. The structured presentation of groups of related words provides students with context and similarity clues to help them increase their vocabulary proficiency. Designed to supplement introductory level and refresher courses.
6-Adult, 48K, 💿
$45.00 first copy, $35.00 additional copies. Control Data Corporation

LanguageArts

ABC's

The two options of this program provide practice in supplying the missing letter in a sequence of consecutive letters or matching upper case letters to the displayed lower case letters. A tutorial format with several levels of help is used.
K-8, 16K, 🖴/🖸, ATARI BASIC
$9.95. JMH Software of Minnesota

Adult Phonics

Includes 32 programs: Consonants: P, N, T, and M; Consonants: C, S, D, and K; Consonants: H, R, G, and B; Consonants: F, L, J, and W; Consonants: V, Q, X, Z, and Y; Vowels: A, E, I, O, and U; Vowel Sounds I; Vowel Sounds II; Consonant Sounds: N, M, P, T; Final Sounds; Short Words: Two-letter Sounds; Sight Words; Story: The Car in the Pit; Digraphs; Three-letter Sound Combinations; Story: Joe and Don; 2 and 3 letter S Blend; L and R Blends; Contractions and 4-letter Patterns; Vowels Changed by L and R; Vowels Changed by W and Y; Long Vowels: I and U; Long Vowels: O and E; Long Vowel: A; More Long Vowel Patterns; Soft C and G; Two-Vowel Patterns.
Preschool-5, 8K, 🖴, Ed. System Master Cartridge
$79.00 (32 programs on 8 cassettes). Dorsett Educational Systems

Alphabetize

Choose among three levels of difficulty for practice in alphabetizing word lists. Level 1: Recognize a sorted list. Level 2: Sort with first letter different. Level 3: Sort with some first letters alike. Tutorial help provided at each level. Summary provided at the conclusion of a lesson.
K-8, 16K, 🖴/🖸, ATARI BASIC
$9.95. JMH Software of Minnesota

Analogies

This course defines and describes the common types of analogies. The six programs provide practice in handling and a method of analyzing analogies. Final lesson tests abilities.
9-12, 8K/16K, 🖴/🖸, ATARI BASIC
$16.95/$23.95. Program Design

Associative Idea Generator

The Associative Idea Generator teaches the use of nouns and adjectives by creative, unusal phrases. Its dictionary can be modified to focus on specialized phrase-types.
K-C, 8K/16K, 🖴/🖸, ATARI BASIC
$10.00. Johnson Software

Astro Quotes

Guess four words from clues furnished by the computer so that the computer can drop the letters where they belong in the famous quotation. It's spaceage anagrams — the better you get, the harder the games get.
9-Adult, 16K/24K, 🖴/🖸, ATARI BASIC
$16.95/$23.95. Program Design

ATARI Speed Reading

ATARI Speed Reading consists of workbook materials and computer-aided exercises. Each lesson cassette includes a voice track that offers valuable tips and confidence builders. Timed practice sessions help pace progress. Lessons adjust themselves to user's needs. There's even a refresher cassette to help maintain new levels of reading efficiency. ATARI Speed Reading is based on a method proven successful since 1975. Eight sets of lessons allow students to interact with the screen while metronome-type sounds accompany reading tasks to help pace progress. Five program cassettes.
7-Adult, 16K, 🖴, ATARI BASIC, 🕹
$74.95. Atari, Inc.

Bookshelf

Three levels of difficulty in correctly shelving library books. Tutorial help provided. Summary given at end of each lesson.

K-12, 16K, 🖫/🖸, ATARI BASIC
$9.95. JMH Software of Minnesota

Calendar

Three levels of practice in learning calendar skills (days of the week and months of the year). Level 1 concentrates on correct spelling. Level 2 requires multiple choice answers. In Level 3, the student fills in the blank. Tutorial help provided. Progress report is given at the end of a lesson.

K-8, 16K, 🖫/🖸, ATARI BASIC
$9.95. JMH Software of Minnesota

Capitalization

This program covers the various uses of capital letters. It includes capitalization in letter headings, addresses, quotations, and, names. It also illustrates the use of capital letters with the end punctuation marks. Several different drill formats are used to maintain student interest.

4-8, 32K, 🖸, ATARI BASIC, PRT OPT
$49.00. Educational Activities

Code Breaker

Break the computer's code and figure out its messages. Start out by decoding scrambled letters; go on to tougher codes in which both letter and word order have to be unscrambled; end by decoding "Master Challenge" messages.

6-Adult, 16K/24K, 🖫/🖸, ATARI BASIC
$16.95/$23.95. Program Design

Compu-Read, 3.0

Compu-Read has four learning modules which develop and strengthen specific reading skills: letters, words, synonyms and antonyms, and sentences.

K-C, 32K/48K, 🖫/🖸, ATARI BASIC, PRT OPT
$19.95/$29.95. Edu-Ware Services

Diascriptive Reading

Six diagnostic tests (one for each skill), and 36 developmental reading programs, levels 3 to 8, for each skill area, make this a flexible and complete individualized reading series. The programs diagnose the reading skills of each student, prescribe what is needed for improvement, and evaluate performance at each level before directing the student to the next program. A Management System not only records a student's progress on the diskette, but will also remediate or advance the student through each skill area without teacher intervention.

6-8, 32K, 🖸, ATARI BASIC, PRT OPT
$295.00. Educational Activities

Dictionary Guide Words

At the top of each page in a dictionary are two words called "guide words." There are four lessons on this program. Each lesson consists of two columns of words. The student's job is to match each word in Column A with the pair of guide words in Column B that represent the dictionary page on which the Column A word would be found. At the end of each lesson, the computer lists the words from Column A that were not matched correctly with the guide words from Column B.

K-8, 16K, 🖫/🖸, ATARI BASIC
$9.95. Micro-Ed

Dictionary Use

Four levels of difficulty in learning dictionary skills. The program will adjust to level of difficulty based on student proficiency. The student may begin at any level and exit, with a summary, at any time. Tutorial help provided.

K-8, 16K, 🖫/🖸, ATARI BASIC
$9.95. JMH Software of Minnesota

Do-it-Yourself-Spelling

Make up your own list of words, then program it into the computer, with your own voice cassette. The possibilities are endless. It's easy to do. Full instructions are available, along with lists of words children should know from first grade on.

K-12, 16K, 🖫, ATARI BASIC
$19.95. Program Design

Dragon Game Series for Language Arts

This series of programs uses a game format that allows the student to review and practice parts of speech while having fun! Each game in the series focuses on a different part of speech. The student must move along a game board displayed on the computer monitor by correctly answering questions or end up in the fiery dragon's den. Animated graphics make the game motivational and exciting! Includes lessons on nouns, verbs, adjectives, synonyms, antonyms, and contractions.

3-8, 32K, 🖸, ATARI BASIC, PRT OPT
$49.00. Educational Activities

Effective Writing

Includes: Learn to Write Effectively; Logic in Writing; Effective Sentences; Errors in Complex Sentences; Developing Paragraphs; Diction; Diction – Choice of Words; Common Error in Diction; The Parts of Speech; Phrases and Clauses; Verbs and Pronoun Inflections; Punctuation; Capitalization and Hyphens; Spelling and Mechanics; Writing Effective Letters; Writing Reports and Papers.

9-Adult, 8K, 🖫, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Elementary Reading Efficiency System

A comprehensive, individualized computer software program designed to help elementary students increase their ability to read for meaning and expand their vocabulary in these ways: understanding the meaning of words being introduced; understanding words in context; recognizing appropriate synonyms and antonyms; identifying supporting details; understanding cause and effect relationships; placing an item or event into proper sequence; predicting the outcome of a story event; drawing conclusions based on given facts; making comparisons. ROM Instructional features include: management manual for instructor; level pre-& post-tests; 30 instructional lessons per level.
2-6, 16K, 🖴/🖸, ATARI BASIC, PRT OPT
$350.00 per level (5 levels) or $1,495.00 whole program.
Computer Assisted Instruction

English as a Second Language

Includes 32 programs: English Lesson I Persons and Objectives; English Lesson II Simple Words; Letters and Words; Parts of the Body; Sight and Sound Words; Morning, Noon, Night; Objects and Colors; Dan's Family; Look and Listen; A Lesson on Time; Months and Seasons; A Visit to the Doctor; Ted Goes Outside; Short Sentences; Vowel Sounds; Going on a Trip; Greetings; Vowel Sounds; Questions, Statements; More Vowel Sounds; More Questions, Statements; Adjectives, Adverbs; Action Verbs; Conversation; Present Tense; Past Tense; Currency, Banking; Future Tense; Short Sentences; The Big Test; Studying Hard; Longer Sentences.
Adult, 8K, 🖴, Ed. System Master Cartridge
$79.00 (32 programs on 8 cassettes).
Dorsett Educational Systems

English Basics – Concepts in Language Arts

The programs first display text material and highlight it in examples. The student is then quizzed on the skill presented and "reward" messages are displayed for correct answers. If the student gives an incorrect answer, he is encouraged to try again. Finally, if the student keeps giving incorrect responses, the answer is displayed. Includes lessons on concepts in language arts, homonyms, synonyms, antonyms, and contractions.
4-8, 32K, 🖸, ATARI BASIC, PRT OPT
$99.95. Educational Activities

English Basics – Parts of Speech

The programs first display text material and highlight it in examples. The student is then quizzed on the skill presented and "reward" messages are displayed for correct answers. If the student gives an incorrect answer, he is encouraged to try again. Finally, if the student keeps giving incorrect responses, the answer is displayed. Includes lessons on parts of speech, nouns, pronouns, verbs, adjectives, and adverbs.
4-8, 32K, 🖸, ATARI BASIC, PRT OPT
$170.00. Educational Activities

Fishing for Homonyms

Played like the card game 'fish'. You take turns with the computer trying to match the words in your hand with homonyms. This program contains over 150 sets of homonyms. A list of all the homonyms is provided with the program so that the student can study the words before playing the game. The student must enter both spellings for the homonyms. This helps improve both spelling and vocabulary.
K-8, 16K/24K, 🖴/🖸, ATARI BASIC, Votrax OPT
$20.00/$25.00. T.H.E.S.I.S.

Fundamental Word Focus

Fundamental Word Focus teaches players to analyze words and gives practice in word recognition skills. Each activity draws on the unique capacity of the computer to motivate learners and involve them in the learning process. The program presents ten game-format activities: word detail elements; compound words; vowel identification; letter sequence; letter clusters in words; affix identification; common syllables and word part identification; syllabication; recognition of syllable divisions; alphabetical order.
K-8, 48K, 🖸, ATARI BASIC
$165.00. Random House

Great Classics

Includes: Julius Ceasar; Macbeth; Ivanhoe; The Grapes of Wrath; Mutiny on the Bounty; A Tale of Two Cities; Robinson Crusoe; Last of the Mohicans; Moby Dick; David Copperfield; Don Quixote; The War of the Worlds; The Three Musketeers; 20,000 Leagues Under the Sea; The Red Badge of Courage; William Tell; Treasure Island.
9-Adult, 8K, 🖴, Ed. System Master Cartridge
$79.00 (17 programs on 8 cassettes).
Dorsett Educational Systems

Guessword

This program gives you the synonyms for the 'secret' word. The fewer clues used to correctly identify the word, the greater your score. Written for one or two players.
K-8, 8K, 🖴, ATARI BASIC
$15.00. T.H.E.S.I.S.

Hangman

The ATARI Computer is "thinking" of a word in this educational cassette program. Students must guess what it's "thinking." With each wrong guess the computer will add a part of a person's body. Eight wrong guesses and the man gets hung! Use the computer keyboard or the optional Joystick Controller to guess a letter.
3-Adult, 8K, 🖴, ATARI BASIC, 🕹
$14.95. Atari, Inc.

Hidden Words

A word-search program. Your word is displayed at the bottom of the screen. It is hidden among the letters printed on the screen. Move your token over the letters that spell your word. Teaches letter and word recognition, and following-letter sequence.
K-8, 24K, 🖅, ATARI BASIC, ♨
$17.50. T.H.E.S.I.S.

I'm Different!

Helps young children learn essential pre-reading skills such as observation, classification, concentration, and hand-eye coordination. The program introduces "same" and "different" in a non-competitive game. Using a Joystick Controller, a child guides an invisible turtle to the area of a graphic design that differs from the three others on the screen. To check an answer, the child presses the Joystick button. Correct responses yield colors and music. Five graphic choices – ranging from differences in shape only to classifying objects – spans five difficulty levels.
Pre-2, 32K, 🖅/⊡, ATARI PILOT Cartridge
$22.95. ATARI Program Exchange

Kids Programs #2

Spelling Bee: Enter your children's spelling lists and the computer will . flash the words and check the spelling. The flashes get longer if they misspell the words. Scramble: This learning game gives you a bunch of letters to make words. Two players try to outscore each other, requesting more letters when needed. Touch: Follow the computer's instructions to touch knees, elbows, etc. to those of the other players.
K-8, 16K/24K, 🖅/⊡, ATARI BASIC
$14.95. Educational Software

Kross 'N Quotes

Beat the clock, by moving scrambled letters up to fill in the quotation at the top of the screen. Speed and verbal power are the keys to this fast-action game: the easier the quote, the less time you have to complete it.
6-Adult, 24K/32K, 🖅/⊡, ATARI BASIC
$16.95/$23.95. Program Design

Language Drill

The computer flashes a word. The student must type its synonym or opposite in English, French, Spanish, etc. depending on the information easily stored by the teacher. Student score in this drill game is based on speed and accuracy. At the end of each game, a list of missed words appears on the screen for the student to copy onto his worksheet.
3-14, 16K, 🖅/⊡, ATARI BASIC
$19.95. School CourseWare Journal

Let's Spell

Learn to spell 90 basic words. Has all of the appeals of animation, sound, and voice to make it fun.
K-5, 8K, 🖅, ATARI BASIC
$16.95. Program Design

Letterman

Here's a variation on the traditional paper and pencil, word-guessing game, hangman, that replaces a dismal outcome with lively animation, colorful graphics, and amusing sound effects. Students have six turns in which to guess the secret word, one letter at a time. Letterman contains nearly 400 words within three selectable difficulty levels.
3-Adult, 16K/32K, 🖅/⊡, ATARI BASIC
$22.95. ATARI Program Exchange

Match It

This program teaches youngsters to match upper with lower-case letters or match lower with upper-case letters. Played in a game-like setting, this program provides practice in essential skills of letter recognition. There are four presentation speeds.
P-5, 48K, 🖅/⊡, ATARI BASIC
$24.85/$29.50. Micro School Programs – Bertamax

Memory Builder: Concentration

Test your powers of concentration, memory, and attention span by matching pairs of words hidden behind the grid of boxes on the screen. The game gets tougher as you go, but you'll watch your abilities improve as you play. The computer keeps score as you play against yourself, the computer, or another player.
K-5, 16K/24K, 🖅/⊡, ATARI BASIC
$16.95/$23.95. Program Design

Minicrossword

Working from definitions you request from the computer, fill in up to 18 words in each computer-generated puzzle. Pit yourself against the computer's perfect 100% score. Every wrong guess or "don't know" counts against you. More than 500 games in all.
6-Adult, 24K/32K, 🖅/⊡, ATARI BASIC
$16.95/$23.95. Program Design

My First Alphabet

Here is a fun new way for children to learn the alphabet and numbers. Large colorful letters display on the screen, clowns smile and frown and play the "Alphabet Song." Select an option that automatically runs the program for the child who is too young to use the keyboard. Or randomly select numbers and letters you would like your students to see. Seven program options accompanied by exciting and attention-holding sound and graphics.
P, 32K, ⊡, ATARI BASIC
$34.95. Atari, Inc.

Phonics

Only the human voice can produce speech sounds with complete naturalness, so SRA's phonics program uses actual speech on tape cassettes (not synthesized speech) for its audio component. Lively, colorful lessons give instruction and practice in these basic phonic elements: initial and final consonants; short and long vowels; initial and final consonant blends; consonant and vowel digraphs; advanced phonics. Lessons involve interaction between students and the computer and can be used along with your basal text, in any sequence. Complete program includes 9 binders with a total of 50 cassettes, 16 diskettes and teacher's guide.
1-3, 32K, 🖩/🖸
$1,150.00. Science Research Associates (SRA)

Punctuation

These programs take full advantage of the computer's capabilities to teach and reinforce basic punctuation. Each mark is given an identifying sound which is heard only when the mark is correctly used. The program branches back to instruction when the student makes an error. Additional drill material is provided for students who make more than four errors. Reproducible activity masters are included to complement the software.
4-8, 32K, 🖸, ATARI BASIC, PRT OPT
$93.00. Educational Activities

Punctuation Series

These eight lessons provide drill and practice using a standarized test format. Each lesson covers from two to seven rules of punctuation. In order to prevent the student from identifying a mistake because of the content of a given problem sentence, many of the problem sentences are identical in content except for a specific mistake in punctuation. At the end of each lesson, the learner's performance is summarized.
K-8, 16K, 🖩/🖸, ATARI BASIC
$56.00. Micro-Ed

Prefixes

Five lessons and two games on the prefixes "un," "re," "dis," "pre," and "in" by the Minnesota Educational Computing Consortium. The five lessons are divided into two parts: a tutorial on concept, meaning, and usage of the prefix being studied. The second part presents reinforcement practice in usage. The program presents questions at random to prevent repetitive practice.
3-6, 16K, 🖸, BASIC
$29.95. ATARI Program Exchange

Pre-Reading

This unique six-part primary diskette adds fun and magic to teaching pre-reading skills. Youngsters learn letter recognition and alphabetical ordering in CATERPILLAR and TRAIN. Initial consonant identification is covered in FIRST LETTER. PICTURES, WORDS, and SHAPES challenge the memory of young learners in fascinating games of concentration. Diskette and 51-page support manual.
P, 16K, 🖸, ATARI BASIC
$38.00. Minnesota Educational Computing Consortium

PreSchool IQ Builder

Part 1: Decide whether pairs of figures are the same or different. Part 2: Match the letter on the TV monitor to the one on the keyboard. Both programs teach vital cognitive skills that children must learn in order to do well in school.
P-5, 8K/16K, 🖩/🖸, ATARI BASIC
$16.95/$23.95. Program Design

PreSchool IQ Builder 2

Make the face on the screen sing you a happy song; move the letter, number, symbol, or word that appears at the top of the screen down to cover its perfect mate, one of the three on the bottom. A program that small children love. It teaches letter, symbol, number, and word discrimination.
P-5, 8K/16K, 🖩/🖸, ATARI BASIC
$16.95/$23.95. Program Design

Quotation Marks

Six programs illustrate and review the uses of quotation marks and the proper punctuation of quotations. Each lesson begins with a review of a particular usage followed by a drill exercise. Concepts taught include: direct quotation; indirect quotation; capital letters in direct quotations; interrupting expressions in the quoted sentence; direct quotation and commas; closing punctuation in direct quotations.
4-8, 32K, 🖸, ATARI BASIC, PRT OPT
$49.00. Educational Activities

Reading Comprehension: Ab Series

Includes 16 programs: The Story of Boo; The Horse Gentler; Edward P. McCabe: Pioneer; Our Dog Skippy; Egor, the Missing Boa; The Electric Car; Althea Gibson, Tennis Champ; The Chickasaw Nation; The Ghost of Raymond Hill; The Train Set; Sleep: The Body's Mystery; The Buffalo Soldiers; The Great Ostrich Race; Basketball Magicians; Lost Gold; Grandma's World.
K-8, 8K, 🖩, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Reading Comprehension: Cd Series

Includes 16 programs: Leah's House; Sacajawea; The Star Travellers; Wyoming Journal; The Deep Blue Caper; Recovery; Surfing; Continental Drift; Adventurer; The Great One; The Year of the Artist; Aaron Burr; The Heroic Age; Civil War Soldier; Jelly Roll; The Inventor.
K-8, 8K, 🖩, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Reading Comprehension: What's Different?

Select the word that doesn't belong in the series. Analytical skill and reading comprehension are the keys to mastering the challenge. Course contains a total of 200 exercises.
K-5, 8K/16K, ▣/◨, ATARI BASIC
$16.95/$23.95. Program Design

Reading Development: Alphabet and Short Words (Level K-1)

K-5, 8K, ▣, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Reading Development: Sight Words (Level 1-2)

K-5, 8K, ▣, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Reading Development: Vocabulary (Level 3-4)

K-8, 8K, ▣, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Reading Development: Vocabulary (Level 5-6)

K-8, 8K, ▣, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Reading Development: Vocabulary (Level 7)

6-8, 8K, ▣, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Reading Development: Vocabulary (Level 8)

6-12, 8K, ▣, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Reading Development: Vocabulary (Level 9-10)

9-12, 8K, ▣, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Rocket Spell

The 100 most commonly misspelled words at the elementary level are divided into 10 groups. After selecting a group, the student attempts to uncover the letters of a hidden word. If the word is spelled correctly with fewer than 8 incorrect guesses, a rocket ship is built and then launched.
K-8, 16K, ▣/◨, ATARI BASIC
$9.95. JMH Software of Minnesota

Rocket Spell C

These five spelling programs allow you to enter your own spelling word lists under program control, from 1 to 10 lists with 10 to 20 words per list. You also have the ability to examine and edit the lists. Rocket Spell C is the same as Rocket Spell with additional capability to add your own custom word lists easily without programming knowledge.
K-Adult, 16K, ▣/◨, ATARI BASIC
$24.95 ($99.95 for complete set of five programs). JMH Software of Minnesota

Scramble Letters

The 100 most commonly misspelled words at the elementary level are divided into 10 groups. After choosing a group, a word with the letters scrambled is shown and help is given until the word is unscrambled. The program provides practice for one or two students.
K-8, 16K, ▣/◨, ATARI BASIC
$9.95. JMH Software of Minnesota

Scramble Letters C

These five spelling programs allow you to enter your own spelling word lists under program control, from 1 to 10 lists with 10 to 20 words per list. You also have the ability to examine and edit the lists. Scramble Letters C is the same as Scramble Letters with additional capability to add your own custom word lists easily without programming knowledge.
K-Adult, 16K, ▣/◨, ATARI BASIC
$24.95 ($99.95 for complete set of five programs). JMH Software of Minnesota

Scrambled Letters/Flash Spelling

The computer presents spelling words with the letters scrambled. Two students compete to unscramble the letters keying in the correctly spelled word. The computer "rewards" the student who spells the word correctly. At the end of the program, all words are displayed on the screen with the correct spelling. Instructions which describe how teachers may add their own words to the program are included in both programs.
K-12, 32K, ◨, ATARI BASIC, PRT OPT
$33.50. Educational Activities

Scramble Spell

The 100 most commonly misspelled words at the elementary level are divided into 10 groups. After choosing a group, the computer requires that the student unscramble the word before it reaches the bottom of the screen. The program provides practice for one or two students.
K-8, 16K, ▣/◨, ATARI BASIC
$9.95. JMH Software of Minnesota

Scramble Spell C

These five spelling programs allow you to enter your own spelling word lists under program control, from 1 to 10 lists with 10 to 20 words per list. You also have the ability to examine and edit the lists. Scramble Spell C is the same as Scramble Spell with additional capability to add your own custom word lists easily without programming knowledge.
K-Adult, 16K, ▤/▣, ATARI BASIC
$24.95 ($99.95 for complete set of five programs). JMH Software of Minnesota

SpeedRead+

SpeedRead+ uses time-proven techniques to train you to instantly recognize words and phrases, exercises your peripheral vision, improves your eye movement and timing, and generally works with you at your pace... now and in the future.
6-Adult, 16K, ▣
$59.95. Optimized Systems Software

Spell

The 100 most commonly misspelled words at the elementary level are divided into 10 groups. After you choose a group, the computer randomly selects a word, displays it for a short period of time before the student is required to spell it correctly. A summary is provided at the completion of each group of words.
K-8, 16K, ▤/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Spellbound

An extremely versatile, user-oriented program for any grade level. Can be used with the existing word base, additional word base tapes, or enter new words from a child's speller or reader. Two levels of study — the learning level and the testing level. Features large, easy-to-read letters, graphics, sound, and animation.
K-12, 24K, ▤, ATARI BASIC
$20.00. T.H.E.S.I.S.

Spelling Builder

Master the difficult words that stump most people. A voice narration accompanies the programs, which offer both a spelling drill and a method for approaching difficult words. Final test of 320 words.
6-12, 16K/24K, ▤/▣, ATARI BASIC
$16.95/$23.95. Program Design

Spell C

These five spelling programs allow you to enter your own spelling word lists under program control, from 1 to 10 lists with 10 to 20 words per list. You also have the ability to examine and edit the lists. Spell C is the same as Spell with additional capability to add your own custom word lists easily without programming knowledge.
K-Adult, 16K, ▤/▣, ATARI BASIC
$24.95 ($99.95 for complete set of five programs). JMH Software of Minnesota

Spelling Drill/Spelling Review

In "Spelling Drill," you enter up to fifty words you'd like to study. The drill is conducted by briefly flashing a word on the screen. Words are presented in random order or in the order entered, whichever you choose. If a word is not spelled correctly, the same word is asked again later in the drill. If you don't spell a word correctly after three tries, the correct answer is displayed. "Spelling Review" operates in a similar manner. However, this program contains 800 frequently misspelled words that can be reviewed according to any one of three levels of difficulty.
K-12, 16K, ▤/▣, ATARI BASIC
$19.95. Basics and Beyond

Spelling Genie

Along with nine predefined spelling lists, Spelling Genie accommodates any spelling list children need to practice. A child playing the games alone works against a countdown clock to spell as many words as possible correctly. Two children playing the games compete against each other for the winning score. All the games are playable using either the computer keyboard or a Joystick Controller, or a combination. Children can also print their spelling lists for further study.
K-8, 16K/24K, ▤/▣, ATARI BASIC, ⚓, PRT
$22.95. ATARI Program Exchange

Spelling in Context

Each word is flashed on the screen for a brief time. The period of time is chosen by the user. Then the word disappears and the sentence is displayed. The sentence has a blank where the letters of the word will appear as the user types them. If the user scores less than 90% correct on the lesson, the misspelled words are reviewed at the end of the regular lesson. A total of 5,200 words are included in 308 lessons and 26 programs.
K-8, 48K, ▤/▣, ATARI BASIC
$535.00/$350.00. Micro School Programs — Bertamax

Spelling Skills

Includes 16 programs on: plurals; homonyms; spelling by syllables; doubling consonant letters.
6-12, 8K, ▤, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Spell-N-Time

The computer flashes a whole word; the student must type the correctly spelled word. A second chance is given for incorrect responses, but this time the syllables of the word are flashed in sequence (if more than one syllable). Presentation time of words varies depending upon the ability of the user. At the end of each game, a list of misspelled words will appear on the screen for the student to write on his worksheet.
1-Adult, 16K, 🖳/▣, ATARI BASIC
$19.95. School CourseWare Journal

Spelltronics

A systematic approach to spelling that utilizes the letters cloze technique to reinforce correct spelling and build visual memory. The entire program teaches 240 new words and also allows the teacher to add additional words if desired. Each word is presented 3 times with different letters deleted. The student adds the missing letters. Finally, the student must type the entire word into a sentence so that the word is used in context.
4-8, 32K, ▣, ATARI BASIC
$65.00. Educational Activities

Story Builder

Story Builder is a language arts program for students reading at the 1 to 6 grade level. The program provides students with the opportunity to manipulate sentence components in order to compose a story. Even though these components are predetermined, a great deal of creativity must be used to compose the story. A unique feature is the "Add Your Own Paragraph" option. This option follows each of the three Story Builder levels and allows students to create their own story endings. Sound effects and printer use are incorporated into the program as optional features.
1-6, 48K, ▣, ATARI BASIC, PRT OPT
$60.00. Random House

Story Builder/Word Master

Story Builder Challenge: Supply the missing words to complete the computer's verses. It's a captivating way for children to learn grammar skills. Word Master Challenge: Guess the three-letter word generated by the computer. A stimulating way to learn both reasoning and vocabulary — even adults love to play it.
K-5, 8K/16K, 🖳/▣, ATARI BASIC
$16.95/$23.95. Program Design

Story Machine

Story Machine helps children learn to write sentences, paragraphs and simple stories. With Story Machine, the child experiences the excitement of creating stories and seeing them come to life, using a supplied list of words which includes nouns, verbs, prepositions, and other parts of speech. For example, the child types the sentence: The boy walks to the tree. The screen will act out the sentence showing the boy walking to the tree, using full color graphics and sound. Story Machine helps children learn to write correctly and provides familiarity with the computer keyboard.
1-4, 48K, ▣
$34.95. Spinnaker Software

Synonym Series VO-1

This three-program series consists of fifteen lessons dealing with a total of 450 words. Each lesson works with thirty words divided into Columns A and B. Each word in Column A must be matched with its synonym in Column B. At the end of each lesson, the synonyms from Column A that gave the learner trouble are listed.
9-12, 16K, 🖳/▣, ATARI BASIC
$21.00. Micro-Ed

Tachistoscope

This program flashes small groups of words on the screen in random order. The student attempts to read each group at a glance and then to reproduce it correctly at the computer keyboard. The speed at which the words are flashed on the screen can be set by the student. Five speeds are available. At the end of each run, the student's performance is summarized.
K-8, 16K, 🖳/▣, ATARI BASIC
$9.95. Micro-Ed

Test Analyst

Text Analyst uses the Dale-Chall method to analyze a 100-word sample or the entire contents of any text file created with the ATARI Word Processor or with Text Wizard.™ It computes the grade level and relevant statistics (such as average sentence and word length), and displays and prints the results. Excellent for use in reading programs.
9-Adult, 40K, ATARI BASIC, PRT OPT
$15.95. ATARI Program Exchange

There/Their/They're

These homonyms are often troublesome for students. This program provides drill and practice problems using these words. Each lesson consists of ten problems. Because these problems are randomly sequenced and drawn from a larger bank of problems, it is highly unlikely that any two lessons in a row will display exactly the same sets of problems. At the end of each lesson, the student's performance is summarized.
K-8, 16K, 🖳/▣, ATARI BASIC
$9.95. Micro-Ed

TicTacToe Spell

The 100 most commonly misspelled words at the elementary level are divided into 10 groups. The computer generates spelling practice in a tic-tac-toe game format. The program requires two students to interact at the computer.
K-8, 16K, ⌨/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

TicTacToe Spell C

These five spelling programs allow you to enter your own spelling word lists, from 1 to 10 lists with 10 to 20 words per list. You also have the ability to examine and edit the lists. Tic-TacToe Spell C is the same as Tic-TacToe Spell with the additional capability to add your own word lists easily without programming knowledge.
K-Adult, 16K, ⌨/▣, ATARI BASIC
$24.95 ($99.95 for complete set of five programs). JMH Software of Minnesota

Time Bomb

Uncover the secret word before – KABOOM – the bomb goes off. Contains hundreds of words to guess, plus high-resolution and player-missile graphics.
6-Adult, 24K/32K, ⌨/▣, ATARI BASIC
$16.95/$23.95. Program Design

To-Too-Two

These homonyms are often troublesome for students. This program provides drill and practice problems using these words. Each lesson consists of ten problems. Because these problems are randomly sequenced and drawn from a larger bank of problems, it is highly unlikely that any two lessons in a row will display exactly the same sets of problems. At the end of each lesson, the student's performance is summarized
K-8, 16K, ⌨/▣, ATARI BASIC
$9.95. Micro-Ed

Usage Boners

This drill and practice series of 15 programs focuses on common mistakes in usage. For each problem, the computer not only states whether the student's response is right or wrong, but also shows how the mistake in English usage presented in the problem should be corrected. The format employed is frequently used in standardized achievement tests. Additionally, in order to prevent the student from identifying a mistake because of the content of a given problem sentence, many of the problems are identical in content except for a specific mistake in usage.
K-8, 16K, ⌨/▣, ATARI BASIC
$99.00. Micro-Ed

Vocabulary Builder 1

Eleven programs include a set of graded vocabulary questions on synonyms and antonyms (the most common type of vocabulary questions on an IQ test). The last lesson is a vocabulary test. Total of 400 questions, 2000 words in the course.
9-12, 8K/16K, ⌨/▣, ATARI BASIC
$16.95/$23.95. Program Design

Vocabulary Builder 2 – Advanced

Eleven programs like those in Vocabulary 1, but using a more advanced word list.
9-12, 8K/16K, ⌨/▣, ATARI BASIC
$16.95/$23.95. Program Design

Vocabulary Building Games

A person's ability to recognize, understand, and use words is crucial to success in school and work. Learn vocabulary in a challenging, enjoyable way with these fast-action, well-designed games. The package includes four PDI Mind-Stretchers: ASTRO QUOTES, MINICROSSWORDS, KROSS'N QUOTES, and TIME BOMB. There is a detailed user's manual with supplementary activities that will futher challenge students and adults.
K-12, 24K, ⌨, ATARI BASIC, ⚬,
$59.95. Program Design

Vocabulary Series

This 24-program series consists of 72 lessons dealing with words commonly found in newspapers and news magazines. Each problem presents a definition and sample sentence. The learner then chooses the vocabulary word that best fits. At the end of each lesson, the learner's results are summarized, including a listing of the specific words that gave trouble during the lesson.
6-12, 16K, ⌨/▣, ATARI BASIC
$168.00. Micro-Ed

Vocational Vocabulary

Includes 16 programs.
9-12, 8K, ⌨, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Vowels

This series of five programs provide practice in recognizing and matching vowel sounds. Separate programs provide practice for a, e, i, o, u. Sets of graphics are used in each program to provide additional student motivation. Help levels are provided for incorrect answers. Individual programs: Vowels A, Vowels E, Vowels I, Vowels O, Vowels U.
K-5, 16K, ⌨/▣, ATARI BASIC
$9.95 ($39.95 for complete set of five programs). JMH Software of Minnesota

Wanted

Your mission is to track down fugitive words. Study the 'wanted' poster for each word and try to identify the fugitive word. The fewer clues you use, the higher your rating at the end of the program. This program improves vocabulary and spelling. The words are described by their characteristics, part of speech, accent mark, and number of syllables.
K-8, 16K, ▣, ATARI BASIC
$15.00. T.H.E.S.I.S.

Word Blaster

Word Blaster utilizes the cloze technique to provide students with an enjoyable, effective method of reading practice. The program is appropriate for any student reading at the

2 through 7 grade level. The student reads an incomplete sentence and five word choices for completing the sentence. After identifying the best word for completing the sentence he presses a key and the words travel across the screen. When the desired word is above the missile, the student presses the space bar, firing the missile. If the missile's laser hits the correct word, the word vibrates and falls into the sentence.
2-7, 48K, ▣, ATARI BASIC, PRT OPT
$150.00. Random House

Word-Draw
Word-Draw is one of the Micro-group-4[4] program series that allows up to four players, using joysticks, to move their numbered cursors around the screen's "playfield" to solve mathematical problems. Word-Draw programs include: STORYBOOK FRIENDS (ages 4-9): Storybook People; Storybook Places; Storybook Animals; Storybook Verses. THE WORLD AROUND US (ages 7-14): Animals; Sports and Games; Geography and Space; Occupations. AMERICAN THEMES (ages 12-adult): American Places and People; American Quotations.
P-Adult, 16K/24K, ▦/▣, ATARI BASIC, ♨
$19.95/$24.95. Edupro

Word Games
The three word games programs employ techniques of visual recall, logical guessing, and word association to identify a keyword. A word is flashed on the screen for recall and correct spelling in RECALL. SCRAMBLE randomizes the sequence of letters in a word to be unscrambled. GUESS WORD presents a series of dots in place of letters and a clue to help identify the word to be guessed. Using LIST MAKER, teachers create spelling or vocabulary lists and can change entries easily as the learner needs change. Diskette and 44-page support manual.
K-5, 16K, ▣, ATARI BASIC
$36.00. Minnesota Educational Computing Consortium

Word Scramble
A reading and spelling aid for lower elementary students. A colorful robot prints scrambled words on the screen. If the child enters the word correctly, the robot nods his head. New words can be entered and stored on diskette or cassette.
K-5, 16K/24K, ▦/▣, ATARI BASIC, Votrax-OPT
$20.00/$25.00. T.H.E.S.I.S.

Word Search Generator
Teachers can use Word Seach to create spelling and word exercises that students won't even recognize as learning! Word Search Generator has two sample word lists, or you can create your own to tailor a one- or two-player game to a specific list of up to thirty words. Students' objective is to locate words hidden in a grid of letters. Words can be hidden horizontally, vertically, or diagonally, and backwards or forwards within a grid. For each round, you can change the word list, the size of the grid, and the time limit. You can also use the program's print option to create copies of word search grids and their solution keys for study or game preparation.
2-Adult, 24K, ▣, ATARI BASIC, ♨, PRT OPT
$22.95. ATARI Program Exchange

Wordmaker
One or two players use Joystick Controllers to make three- or four-letter words. A digital timer ticks off seconds as you race to fill your side of the screen with more words than your opponent. You get five points for each correctly spelled word. You lose five for each misspelling. The print option is an outstanding educational feature. Printed lists can be used as creative writing assignments.
2-Adult, 32K/40K, ▦/▣, ATARI BASIC, ♨, PRT OPT
$22.95. ATARI Program Exchange

Wordmatch
Patterns, letters, or words of varying difficulty are presented. Finding a match lets you climb a stairway to success. Develops reading readiness in young children.
P-5, 16K, ▦/▣, ATARI BASIC
$19.95. Jadee Enterprises

Wordmate
Every card in your hand is part of a compound word. The computer also has words in its 'hand.' Match the words in your hand to make compound words. If you cannot make a word, you must pick a word from the computer's hand. Try to form more compound words than the computer. Be careful! Don't get stuck with the last card!!
K-8, 16K/24K, ▦/▣, ATARI BASIC, Votrax-OPT
$20.00/$25.00. T.H.E.S.I.S.

Word-Race
Word-Race is one of the Micro-group-8[5] program series that allows up to eight players, using paddles, to control scrolling and selection of responses to word puzzles. The "playfield" is an eight-lane race-track. Each new problem to be solved is one step closer to the finish line. Word-Race programs include: parts of speech; spelling; synonyns/antonyms; sets. All four programs are age graded (7-14 and 12-Adult).
K-Adult, 16K/24K, ▦/▣, ATARI BASIC, ♨, PRT OPT
$19.95/$24.95. Edupro

[5] Ibid

[4] Trademark of Edupro

Words in Context Spelling Series: SP-2, Level A

Designed to supplement regular classroom instruction. Package consists of 36 lessons in 7 programs. Each word list may be recalled to the screen during the lesson. At end of each lesson, student performance is summarized, including a listing of the specific words that gave trouble.

K-5, 16K, 🖴/▣, ATARI BASIC

$49.95. Micro-Ed

Words in Context Spelling Series: SP-3, Level B

Designed to supplement regular classroom instruction. Package consists of 36 lessons in 7 programs. Each word list may be recalled to the screen during the lesson. At the end of each lesson, student performance is summarized, including a listing of the specific words that gave trouble.

K-5, 16K, 🖴/▣, ATARI BASIC

$49.95. Micro-Ed

Words in Context Spelling Series: SP-4, Level C

Designed to supplement regular classroom instruction. Package consists of 36 lessons in 7 programs. Each word list may be recalled to the screen during the lesson. At the end of each lesson, student performance is summarized, including a listing of the specific words that gave trouble.

K-5, 16K, 🖴/▣, ATARI BASIC

$49.95. Micro-Ed

Words in Context Spelling Series: SP-5, Level D

Designed to supplement regular classroom instruction. Package consists of 36 lessons in 7 programs. Each word list may be recalled to the screen during the lesson. At the end of each lesson, student performance is summarized, including a listing of the specific words that gave trouble.

K-5, 16K, 🖴/▣, ATARI BASIC

$49.95. Micro-Ed

Words in context Spelling Series: SP-6, Level E

Designed to supplement regular classroom instruction. Package consists of 36 lessons in 7 programs. Each word list may be recalled to the screen during the lesson. At the end of each lesson, student performance is summarized, including a listing of the specific words that gave trouble.

K-8, 16K, 🖴/▣, ATARI BASIC

$49.95. Micro-Ed

Wordwright

Designed to strengthen vocabulary in various subject areas through competitive, instructional games, Wordwright is a cleverly programmed series which proves that learning vocabulary can be fun. Fragmentation: a game of correctly connecting rootwords·with suffix or prefix to form a word. Crossword: a game similar to a crossword puzzle. Wordsearch: a game of finding hidden scrambled words among a random selection of letters. The game diskettes are used with one of the three available dictionary diskettes, each containing 25 listsof ten words – a total of 250 words on each diskette.

6-12, 48K, ▣, ATARI BASIC, PRT OPT

$74.00 for game, $59.00 for dictionary. Encyclopedia Britannica Educ. Corp.

Add Fractions 1

This program provides problems in adding fractions with like denominators. The student may choose to work with problems in which the answer must also be reduced. Help is provided for incorrect answers. A ten-problem summary is given.

K-8, 16K, ▤/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Add Fractions 2

This program focuses on addition of fractions without having to reduce the answer. Help is provided throughout the program, including work with common multiples. A five-problem summary is given.

K-8, 16K, ▤/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Addition with Carrying

Beat your own best score as you progress at your level of mathematical skill. Program walks you through each step of a problem, with sound and color to make it all exciting.

K-5, 8K/16K, ▤/▣, ATARI BASIC
$16.95/$23.95. Program Design

Algebraic Factoring

This program will help first year algebra students learn six different methods for factoring polynomials. The six methods are: (1) finding common factors; (2) the difference of two squares; (3) polynomials of the form $Ax^2 + Bx + C$ when $A = 1$; (4) polynomials of the form $Ax^2 + Bx + C$ when A is $>$/$<$ 1; (5) grouping; (6) the sum of difference of two cubes. Within each of the six methods, students may elect to study several examples or to test their knowledge with a ten problem quiz. A seventh option is also available that provides a ten problem quiz with problems selected at random from each of the six methods.

K-12, 16K, ▤/▣, ATARI BASIC
$19.95. Basics and Beyond

AlgiCalc

Here's a valuable tool for students and teachers of algebra and calculus and for professionals who want a quick way to perform operations in symbolic algebra and calculus. To perform an operation, the student types in an expression, and the program then expands it, factors it, or differentiates it, as requested.

9-Adult, 24K/32K, ▤/▣, ATARI BASIC
$22.95. The Soft Warehouse

Arithmetic Games

Arithmetic drill and problem-solving get a high-interest boost from these ingenious game formats. Students have a choice of playing these 6 games individually (at any of 3 skill levels) or playing them with a classmate. While students are having fun, they're also being drilled in these important skills: addition; subtraction; multiplication; division; rounding and estimation; numeration; problem solving; exponents. Each set of 2 games includes 1 diskette and an instruction card. A binder is included if you order the complete set of 6 games.

2-Adult, 32K, ▣
$150.00 for 6 games complete/$60.00 each for 2 game sets. Science Research Associates (SRA)

Bagels Supreme

A three-digit number logic game for one or two players. You are asked to determine a three-digit number randomly selected by the computer. If two players are utilizing the program, they may select to each have their own number, or they may choose to work on the same number. Clues are given after each guess to the correct positions of the digits.

K-12, 16K, ▤/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Basic Algebra

Includes 16 programs: The Logic of Algebra; Algebraic Equations; Solving Equations; Operations with Plus and Minus; Working with Sets; "AL-JEBR;" Algebraic Fractions; Fractions and Division; Solving Problems with Equations; Ratio, Proportion and Variation; Problems with Two Unknowns; Simultaneous Equations; Exponents; Quadratic Equations; More Quadratics; Equations and Trigonometry.

9-12, 8K, ▤, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Basic Arithmetic

Basic Arithmetic contains six programs that provide practice in arithmetic skills. The programs are designed for use at the elementary level but could also provide remedial work for older students. BASE TEN drills on multiplication of multiples of ten and decimals as well as basic multiplication facts. MATH GAME and SPEED DRILL provide exercises in all four arithmetic operations with whole numbers. ROUND and ESTIMATE involve rounding whole numbers and using round numbers to estimate answers to arithmetic exercises. CHANGE allows the student to role play a cashier and practice giving correct change. Support manual contains handout pages for the student's use.

K-5, 16K, ▣, ATARI BASIC
$35.00. Minnesota Educational Computing Consortium

Basic Number Facts

Practice in basic numbers including addition without carrying, subtraction without borrowing, and multiplication/division with single digits. Children "race" against time to build up their speed in these math areas. Designed for elementary students or any student requiring practice with basic whole numbers operations.

K-5, 48K, ▣
$45.00 first copy, $35.00 additional copies. Control Data Corporation

Basic Math Competency Skill Drills

These individualized programs will not only enhance students' basic math skill, but will also be a motivational tool to help generate interest in math for poor, as well as average, students. Programs on diskettes: DK-2004041 Addition, Subtraction, Multiplication, and Division of Whole Numbers; DK-2004243 Tables 1-12 and Rounding-off Numbers; DK-2004445 Fractions – Addition, Subtraction, Multiplication and Division; DK-2004647 Decimals, Graphs and Mean, Median and Mode; DK-2004849 Converting Fractions, Percents, and Percent Word Problems; DK-2005051 Area, Perimeter, Circumference, and Linear Measurement
6-12, 32K, ▣, ATARI BASIC, PRT OPT
$203.00 (Each diskette with 2 programs $39.95). Educational Activities

The Big Match Attack

The authors have combined the excitement and challenge of an arcade game with basic math skills. Students sharpen their skills by entering the correct answer to the equations before it 'lands' on the city. Provides hours of educational entertainment. Features: Full collor, high resolution graphics, animation, sound, four math functions $(+, -, \times, \div)$, two levels of play at each function.
K-5, 16K/24K, ▣/▣, ATARI BASIC
$20.00/$25.00 . T.H.E.S.I.S.

Calculus Demon

Calculus Demon, the third program in a series that includes AlgiCalc and PolyCalc, provides a comprehensive tool for automatically deriving symbolic partial derivatives and indefinite integrals of expressions. Collectively, the series constitutes a complete computational package. Teachers and students of calculus will want this useful program to create problems, check solutions, and suggest or test hypotheses.
9-Adult, 32K/40K, ▣/▣, ATARI BASIC
$22.95. The Soft Warehouse

Cash Register

Run your own grocery store and make sure you don't cheat either your customers or yourself. Colorful graphics and sound make learning practical mathematics skill a real pleasure. There's also a voice tutorial that shows how to use the Cash Register game.
K-5, 16K/24K, ▣/▣, ATARI BASIC
$16.95/$23.95. Program Design

Classroom Management System: Mathematics

Students take a survey test which pinpoints areas of weakness. Then the computer creates a personalized assignment for the needed instruction and practice. Teacher can summon up 5 kinds of reports at any time. Level A (grades 1-3) covers: basic concepts of whole numbers; addition and subtraction of whole numbers; problem solving; time; money; geometry. Level B (grades 4-8) covers: basic concepts of whole numbers; operations with whole numbers; fractions, decimals and percents; problem solving; measurement; geometry; applications; probability; statistics. Each level consists of a binder containing diskettes and a teacher's handbook.
1-8, 32K, ▣, PRT
$565.00 Level A/$640.00 Level B.
Science Research Associates (SRA)

Compu-Math Decimals

Seven learning units in Compu-Math Decimals cover conversion, addition of decimals, subtraction of decimals, rounding-off decimal numbers, multiplication of decimals, division of decimals, and percentage.
6-12, 32K/48K, ▣/▣, ATARI BASIC, PRT OPT
$29.95/$39.95. Edu-Ware Services

Compu-Math Fractions

Compu-Math Fractions contains six learning units, each one working to develop specific skills used in fraction computation: definition and parts of the fraction, denominators, addition of fractions, subtraction of fractions, multiplication of fractions, and division of fractions.
K-12, 32K/48K, ▣/▣, ATARI BASIC, PRT OPT
$29.95/$39.95. Edu-Ware Services

CON*PUTATION

This package contains two memory building programs. CON*PUTATION is a 'concentration' type game for two players. Match any equation behind the boxes with the answer or an equal equation. Each of the eight levels of play helps develop addition, subtraction, multiplication, or division skills. Also included is Tonal Encounter. Play back the melody that the child composes. Each game is different. There are five levels of play and a demonstration mode.
K-8, 16K/24K, ▣/▣, ATARI BASIC
$20.00/$25.00. T.H.E.S.I.S.

Counter

Young children will happily learn to count to fifteen with this friendly introduction to numbers. Bright colors and happy sounds capture youngsters' attention and add to the fun of counting exercises in English, French, German, or Spanish. Counter displays objects, such as sailboats or barns, and waits for the child to use the space bar, joystick controller, or paddle controller or press a number key to indicate the total number of objects. All versions of Counter have levels of difficulty. As the levels increase, permitted response time decreases and the maximum number of objects displayed increases.
P-3, 16K/24K, ▣/▣, ATARI BASIC, 🕹, ▥
$29.95. ATARI Program Exchange

Counting

This program provides practice in counting stationary objects, moving objects, or sounds in ranges of 1-10 or 1-20. A tutorial format with at least three levels of help is used.
P-5, 16K, ▣/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Decimals

Practice locating decimal numbers on the number line. Children are challenged to "burst" balloons by "throwing" darts at the correct location on the number line. Numbers are entered on a trial and error basis. Difficulty adjusts to the student's performance. Designed for elementary math students.
K-5, 48K, ▣, BASIC A +
$45.00 first copy, $35.00 additional copies. Control Data Corporation

Decimals 1

Decimal concepts through physical representation.
K-Adult, 16K, ▣/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Decimals 2

Addition of decimals with emphasis on placement of the decimal point.
K-Adult, 16K, ▣/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Decimals 3

Subtraction of decimals.
K-Adult, 16K, ▣/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Decimals 4
Multiplication of decimals.
K-Adult, 16K, ▨/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Decimals 5
Division of decimals.
K-Adult, 16K, ▨/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Decimals 6
Fraction to decimal conversion.
K-Adult, 16K, ▨/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Decimals 7
Decimal to fraction conversion.
K-Adult, 16K, ▨/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Decimals 8
Estimation using decimals.
K-Adult, 16K, ▨/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Decimals 9
Comparing decimals.
K-Adult, 16K, ▨/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Decimals 10
Rounding decimals.
K-Adult, 16K, ▨/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Division Drill
In the pre-test module, the student must answer division problems. If he scores less than 80%, the program continues to the drill module. The 25-level drill module adjusts to the student's skill. The student may choose to stop at any point, leave the program, or take a post-test. The post-test module is like the pre-test. At the end of the post test, however, score-boards are shown to the student so he can compare pre-test, drill, and post test scores and thus observe his own progress.
4-8, 16K, ▨/▣, ATARI BASIC
$19.95. School CourseWare Journal

Divisor Game/Wipe Out
Divisor Game is played using integers you choose, displayed in an array. On your turn, you can remove any integer from the array and your score is increased by that number. The computer can then remove each integer that is a factor of the number you removed. On the computer's turn, it selects first and you select the factors. Play alternates until all integers are removed. Wipe Out is an exciting and challenging probability simulation that could form the basis of many class discussions in an introductory probability course.
8-12, 16K, ▨/▣, ATARI BASIC
$19.95. Basics and Beyond

EduFun!
Educational games whose content is based upon the basic skill areas defined by the National Council of Supervisors of Mathematics. The EduFun! games allow students to learn and explore key concepts through educational games which both teach and entertain. Each package includes supplementary materials for paper and pencil reinforcements.
K-8, 16K/32K, ▨/▣, ATARI BASIC
$34.95/$39.95. Milliken Publishing Co.

Factoring Perfect Square Trinomials
Three levels of difficulty are provided for developing skills in factoring perfect square trinomials. You can choose among (1) multiple-choice answers, (2) fill in the missing term for a given factor, or (3) give the factors for a given trinomial. At each level of difficulty, help is provided whenever the student makes a mistake. A summary is provided when the student completes a set of 10 problems.
6-Adult, 16K, ▨/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Factoring the Difference of Squares
The student can choose from three levels of difficulty: (1) multiple choice, (2) fill in the missing term, or (3) give the factors for a given expression that is the difference of squares. At every level of difficulty, various levels of help are provided until the student reaches the correct answer. A summary of the student's progress is displayed at the end of 10 problems in this tutorial session.
6-Adult, 16K, ▨/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Factoring Trinomials
Choose among three levels of difficulty for practice in factoring trinomials. The levels are: (1) picking the correct factors from a multiple-choice list, (2) filling in the missing term for a given factor of the trinomial, (3) giving the factors for a given trinomial. At each level of difficulty, sufficient help is provided for the student to obtain the correct answer whenever errors are made. The rules for multiplication of signed numbers are displayed when the student makes a mistake in giving the correct sign. A summary of the student's progress is tabulated and is displayed after a set of 10 problems.
6-Adult, 16K, ▨/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Factoring Trinomials with Common Monomial Factors
The skill of finding common monomial factors is developed through the use of this program. Several levels of help are provided when needed. A summary of the student's progress is displayed after 10 problems are completed.
6-Adult, 16K, ▨/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Facts Match – Addition
Excellent for concept development and mastery of the basic facts. In a game-like setting, students match numerals with word names and combinations. Features: three levels of difficulty; graded sequence of facts; four speeds of operation.
K-5, 48K, ▨/▣, ATARI BASIC
$28.85/$29.50. Micro School Programs – Bertamax

Facts Match – Division
The fourth in a series for concept development and mastery of the basic facts of division. In a game-like setting, students match numerals with word names and combinations. Features: three levels of difficulty; graded sequence of facts; four speeds of operation.
K-5, 48K, ▨/▣, ATARI BASIC
$28.85/$29.50. Micro School Programs – Bertamax

Facts Match – Multiplication

The third in a series for concept development and mastery of the basic multiplication facts. In a game-like setting, students match numerals with word names and combinations. Features: three levels of difficulty; graded sequence of facts; four speeds of operation.
K-5, 48K, ▣/▣, ATARI BASIC
$28.85/$29.50. Micro School Programs – Bertamax

Facts Match – Subtraction

The second in a series for concept development and mastery of the basic facts of subtraction. In a game-like setting, students match numerals with word names and combinations. Features: three levels of difficulty; graded sequence of facts; four speeds of operation.
K-5, 48K, ▣/▣, ATARI BASIC
$28.85/$29.50. Micro School Programs – Bertamax

Fast Track

Timed drill on the facts of addition, subtraction, multiplication, and division helps students develop quick, automatic responses to arithmetic facts. Computer reports student speed and performance, showing which facts should receive additional practice. There's a choice of difficulty level and type of drill, and a student can work competitively (against a set goal) or noncompetitively. Covers: arithmetic facts; mixed practice with facts; extension skills. Program consists of a binder containing diskettes and teacher's guide.
1-6, 40K, ▣
$100.00. Science Research Associates

Fraction Comparisons

The student must compare two given fractions by typing in the >, <, or = symbols. Help levels are provided for incorrect answers. A ten-problem summary is given.
K-8, 16K, ▣/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Fraction Concepts 1

This program provides a choice of either a tutorial or practice with halves, thirds, or fourths. The tutorial shows a model for each fraction presented. Help is provided for incorrect answers.
K-5, 16K, ▣/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Fraction Concepts 2

Practice is provided in recognizing equal parts, halves, thirds, or fourths. Each is an option which may be selected at the beginning of the program. A ten problem summary is provided.
K-8, 16K, ▣/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Fraction Equivalents 1

The student may choose to reduce a fraction to lowest terms or find an equivalent fraction for a fraction given in lowest terms. Help is provided for incorrect answers. A ten-problem summary is given.
K-8, 16K, ▣/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Fraction Recognition/Mixed Number Recognition

Fraction Recognition: This program makes extensive use of high-resolution graphics, color and sound to teach a student to recognize fractions. Mixed Number Recognition: This program is similar to Fraction Recognition, but displays problems involving mixed numbers. The high-resolution graphics includes large numerals to represent the whole numbers and small numerals to represent the fractions.
K-12, 16K/24K, ▣/▣, ATARI BASIC
$14.95/$19.95. Edu-Soft

Fraction Symbols 1

A pictorial representation of a fraction is shown along with a choice of several refraction symbols. The student must select the correct fraction symbol.
K-8, 16K, ▣/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Fraction Symbols 2

Four different choices are provided in this program. Students may choose to work with a group of objects which show halves, thirds, or fourths, or a combination of all of them.
K-8, 16K, ▣/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Fractions

Same skill level and format as Decimals, but requires use of fractions to burst balloons. Numbers are entered on a trial and error basis. Balloons may be burst in any order until none are left. Difficulty adjusts to student's performance. The exercise may be carried out with or without negative numbers.
K-8, 48K, ▣
$45.00 first copy, $35.00 additional copies. Control Data Corporation

Fractions, Reducing

Practice reducing fractions. Help is provided for incorrect answers through picture representations. A picture representation of the problem is also given when the problem is correct. A ten-problem summary is given.
K-8, 16K, ▣/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Fractions Series (Level 4-8)

The Fractions series (Mf) is designed for learning between levels four and eight. Includes: Numerator, denominator, bar; Multiplication of fractions; Factors and prime numbers; Reducing fractions, reciprocals; Reducing fractions, lowest terms; Proper fractions, mixed numbers; Multiplication-division of fractions; Addition-subtraction of fractions; Addition of mixed numbers; Changing fractions to decimals; Converting decimal numbers; Word problems using percents; Additional problems using percents; Word problems using percents; Additional problems using percents; Using a ruler to measure fractions.
K-8, 8K, ▣, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Galaxy II

The space travel dangers of Galaxy II provide motivation and challenge to the drill and practice of basic math concepts. Problem solving strategies are developed as game decisions are made. To overcome the obstacles they encounter, players must accumulate energy and ammunition by correctly answering math questions. Galaxy II consists of six math programs: whole number basic math facts; place value; fractions; decimals; integers; estimating/rounding. Six levels of difficulty are presented in each program. (Set of 7 diskettes or $34.50 per diskette.)
K-8, 48K, ▣, EPL
$149.00. Random House

Geometry Series Level 6-12

The Geometry series (Mg) is designed for learning between levels six and twelve. Includes: Equilateral, isosceles, right triangles; Formula for perimeter of triangles; Finding one side of a triangle; Side of an equilateral triangle; Area of triangles; Squares of small numbers, roots; Pythagorean theorem; 3-4-5 and 5-12-13 right triangles; Estimating square roots; Perimeter of rectangles and squares; Finding one side of a rectangle; Area of rectangles and squares; Length, width, area of rectangles; Diagonals, interior angles of rectangles; Radius and diameter of circles; Volume of cylinders and prisms. 9-Adult, 8K, ▭, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Grand Prix

The thrill of racing increases players' motivation to learn basic math concepts. Problem solving strategies are developed as track conditions change and game decisions are made. The player is required to answer math questions to fuel the car, change tires and make engine repairs. Grand Prix consists of six math programs: whole number basic math facts; place value; fractions; decimals; integers; estimating/rounding. Six levels of difficulty are presented in each program. (Set of 7 diskettes or $34.50 per diskette.) K-8, 48K, ▣, ATARI BASIC
$147.00. Random House

Graphing

Introduction to Graphing on the Coordinate Plane: After reviewing basic terms, this program provides instruction on writing an ordered pair for a point displayed on a graph. Random points are displayed on a coordinate plane allowing the student to input the correct X and Y coordinates for each. Plotting Points on the Coordinate Plane: The second program gives the student the opportunity to plot random ordered pairs, designated by the computer, on a coordinate plane. By using specified keys on the keyboard, the student is able to move the cursor on the screen to the proper location. 6-12, 32K, ▣, ATARI BASIC, PRT OPT
$39.95. Educational Activities

Graphing

GRAPHING consists of six programs designed for use in a variety of mathematics classes. SLOPE, POLYGRAPH, and POLAR are problem-solving programs that enable students to investigate relationships between equations and their graphs without tedious point-by-point plotting. Students develop strategies for locating a "snark" while practicing constructing circles on coordinate system in the educational game SNARK. RADAR and ICBM are simulations of the interaction of two missiles. In RADAR, the positions of the missiles are shown on a simulated radar screen, while in ICBM the missiles' heading are given as north and east coordinates. Diskette and 68-page support manual. 9-12, 16K, ▣, ATARI BASIC
$40.00. Minnesota Educational Computing Consortium

Graph It

With Graph It, mathematical and statistical information can become easier to understand. Data relationships are automatically displayed on the television screen with colorful bar charts and pie graphs. Students use a Joystick Controller to plot two- and three-dimensional coordinate systems, as well as polar plots. This visual representation of statistical input makes understanding complex concepts easier. Program supplied on two cassettes complete with instruction manual. 7-Adult, 16K, ▭, ATARI BASIC, ⅏
$19.95. Atari, Inc.

Guess the Number/Reverse

Guess the Number: An educational game that helps youngsters recognize the relative size of different numbers. The computer "thinks" of a number between 1 and 500 and asks the youngster to guess it. The guess then "sinks" or "floats," depending on whether it's too large or too small. Reverse: An educational strategy game, using a list of digits. At the beginning of the game, the digits are scrambled. The object is to get them in order through a series of moves called "reverses." K-8, 16K/24K, ▭/▣, ATARI BASIC
$14.95/$19.95. Edu-Soft

Guess the Rule/Plot

Guess the Rule: An algebra guessing game in which the object is to guess the computer's secret equation. The computer gives hints in the form of ordered pairs that satisfy the equation. This game helps develop the concept of a function and familiarizes students with ordered pairs and with tables of values. It also builds skill in arithmetic, in writing equations, and in logical thinking. Plot: This program displays graphs of any function you choose. For comparison, more than one graph can be plotted on the same axis. This program comes with detailed suggestions for applications in the classroom. 6-12, 16K/24K, ▭/▣, ATARI BASIC
$14.95/$19.95. Edu-Soft

Improper Fractions 1

Diagrams are used to help the student change mixed fractions to improper fractions. Help is provided for incorrect answers. A ten-problem summary is given. K-8, 16K, ▭/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Improper Fractions 2

This program gives practice in changing improper fractions to mixed fractions. Help is provided for incorrect answers through the use of fraction diagrams. A ten-problem summary is given. K-8, 16K, ▭/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Introduction to Statistics

Includes: Frequency Distributions, definitions; Graphs – frequency, histograms; Measures of Central Tendency; Measures of Dispersion; Probability – general discussion; Probability – events; Probability Distributions – functions; Binomial Distribution – examples; Poisson Distribution – examples; Normal Distribution – properties; Normal Distribution – to binomial; Other Probability Distribution; Tests of Hypotheses – general; Tests of Hypotheses – t – X^2 tests; Tests of Hypotheses – t – F tests; Review of Statistics – summary. 9-Adult, 8K, ▭, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Kids Programs #1

Math Quiz: Program lets you modify the quiz to keep up with your children's growing math abilities. Dialogue: Talk to the computer! It may answer you, but you can always turn it off. This is a computer classic translated for the ATARI Home Computer. (Minor adult language.) Lost Treasure: Children search over a small island looking for a treasure and figure out clues as to where they are. A good lesson in deductive reasoning and in learning compass directions.

K-8, 16K/24K, 🖳/⬚, ATARI BASIC
$14.95. Educational Software

Lemonade

A simplified version of the classic computer game for teaching basic economic concepts to upper grade school students.

4-Adult, 16K, 🖳/⬚, ATARI BASIC
$15.95. ATARI Program Exchange

Lookahead

Lookahead is a number-strategy game that uses simple addition. One player can play against several skill levels of the computer, or two players can compete. Lookahead uses the exceptional graphics and sound capabilities of the computer.

K-12, 16K/24K, 🖳/⬚, ATARI BASIC,
$15.95. Johnson Software

Math Diving

After choosing an operation (addition, subtraction, multiplication, or division) and one of six levels of difficulty, two players compete to climb a tower and be the first to dive into a pool of water. Players advance up the ladder by correctly answering the math problems.

K-8, 16K, 🖳/⬚, ATARI BASIC
$9.95. JMH Software of Minnesota

Mathematics

Major arithmetic skills for grades 1-6 are covered in hundreds of carefully sequenced lessons. In its "managed" version, the program provides student placement, continually monitors student progress, delivers exercises at the individual learner's own level of difficulty, and keeps records of performance. Seatwork generator can print additional exercises for seatwork or tests. "Unmanaged" version of the program lets teacher or student choose the lessons and keep records manually. Lessons in gradually increasing difficulty levels: Level A (grades 1-2); Level B (grades 3-4); Level C (grades 5-6). Each level consists of a binder with lesson diskettes and teacher's guide. The managed version contains an additional manager pack consisting of teacher and student diskettes.

1-6, 40K, ⬚, PRT OPT
$335.00 Level A/$465.00 Level B/ $530.00 Level C. Science Research Associates (SRA)

Mathematics for Electronics

Includes: Arithmetic Operations; Using the Slide Rule; Using Electronic Calculators; "2 Percent Arithmetic;" Negative Numbers; Notations; Adding and Subtracting Fractions; Roots and Powers of Numbers; Powers of Ten in Electronics; Equations and Formulas; Operations with Unknowns; Making Equations from Statements; Solving Linear Equations; Solving Simultaneous Equation; Vector Operations; Trigonometric Functions; Vector Operations.

9-Adult, 8K, 🖳, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Mathematics Readings (Level 6-12)

The Mathematics Reading series (Mr) is designed for learning between levels six and twelve. Includes: Basic arithmetic problems; Computations with currency; Fractional, percent, interest; Percent and business problems; Currency and fractions; Fractions, decimals, percents; Fractions, business arithmetic; Discount, percent, fractions; Percent, interest, area; Fractions, time units, rates of speeds; Business and general problems; Operations and money problems; Business and general problems; Interest, commission, percent; Money and fractions.

K-8, 8K, 🖳, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes) Dorsett Educational Systems

Mathematic-Tac-Toe

Suitable for classroom or home use, Mathematic-Tac-Toe provides addition, subtraction, multiplication, and division drills on 15 difficulty levels and 15 time-limit levels, making this program appealing to children with widely varying skill levels. The most difficult levels go beyond the point at which students normally memorize answers. The time limit ranges from 2 to 23 seconds.

3-9, 16K/24K, 🖳/⬚, ATARI BASIC
$15.95. ATARI Program Exchange

Math Facts

A timed practice of addition, subtraction, multiplication, division, or mixed operations with six levels of difficulty. A summary of time and accuracy is given after 10 problems. The student is provided with help if necessary.

K-5, 16K, 🖳/⬚, ATARI BASIC
$9.95. JMH Software of Minnesota

Math Facts Games I

Highly motivating practice on basic math facts in addition, subtraction, multiplication, and division. The user may choose any operation or combination of operations at any one of four levels of difficulty. Includes four games: (1) Count Down: Students try to complete as many facts as they can before the computer counts down from 30 to 0. (2) Secret Word: The computer selects a math word. The student tries to guess the word. (3) Tic-Tac-Toe: In order to beat the computer, students must get their facts correct and use strategy. (4) The Great Computer Challenge: A timed race against the computer to see if the correct answer can be given in time.

K-8, 48K, 🖳/⬚, ATARI BASIC
$39.50/$39.80. Micro School Programs – Bertamax

Math Facts Level 1

Beginning math program that teaches numbers to 20, number placement, number words, addition, and subtraction with and without symbols. This is the first in a series of self-paced instructional programs. The program automatically advances to the next unit when 80% of the work generated by the computer is answered correctly.

P-5, 16K/24K, 🖳/⬚, ATARI BASIC
$20.00/$25.00. T.H.E.S.I.S.

Math Facts Level 2

The child is guided graphically throughout. In the addition and subtraction units, the column on the right must be added or subtracted before the next column to the left. This level includes: number sequences to 100, >/<, two-column and three-column addition and subtraction.
K-5, 24K, 🖻/🔲, ATARI BASIC
$20.00/$25.00. T.H.E.S.I.S.

Math Facts Level 3

Highly detailed graphics aid the child in learning how to carry and borrow. When adding or subtracting, the column on the right must be added or subtracted before the next column to the left. The animated creature makes sure that the child carries in addition or borrows in subtraction when necessary. Units in this level include: Addition (3 numbers in one, two, and three columns), addition with carry, and subtraction with borrow.
K-5, 24K/32K, 🖻/🔲, ATARI BASIC
$20.00/$25.00. T.H.E.S.I.S.

Math Football

Math Football makes ordinary drill and practice fun. It uses a football game as a motivator. Players answer math questions to gain yards. Problem difficulty can be adjusted for each player so that a child can play with an adult. Math Football uses computer sounds and graphics. It comes with a very good instruction manual and colorful packaging.
K-8, 16K/24K, 🖻/🔲, ATARI BASIC
$20.00. Johnson Software

Math-Hunt

Math-Hunt is one of the Microgroup-4 [6] program series that allows up to four players, using joysticks, to move their individual cursors around the screen's "playfield" to solve mathematical problems. Math-Hunt programs include: STORYBOOK FRIENDS (ages 4-9): Storybook Number Recognition; Storybook Addition; Storybook Subtraction. THE WORLD AROUND US (ages 7-14): Conversions – Addition and Subtraction; Sports and Games – Multiplication and Division. AMERICAN THEMES (ages 12-adult): American Years: Multiplication and Division; American Facts: Multiplication and Division; American Sports: Fractions and Factors; America's Space Frontier: Powers and Roots.
P-12, 16K, 🖻/🔲, ATARI BASIC, 🕹
$19.95/$24.95. Edupro

[6] Ibid

Math Measurements: Graphs, time (Level 4-6)

The Measurements series (Mm) is designed for learning between levels four and six. Includes: Reading line graphs; Reading double line graphs; Understanding single bar graphs; Understanding double bar graphs; Interpreting picture graphs; Interpreting circle graphs; Estimating distances: pace, height; Estimating distances: foot, span; Estimating weights of objects; Telling time by hours, a.m., p.m.; Telling time by minutes; Telling time – story problems; Time zones – differences between; Elapsed time in minutes, seconds; Fractional, percentage circle graphs; Circle and bar graphs from data.
K-8, 8K, 🖻, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Math Numbers: Arithmetic (Level 1-6)

The Numbers series (Mn) is designed for learning between levels one and six. Includes: Learning number digits; Learning number meanings; Fundamental drills in addition; Fundamental drills in subtraction; Drills in Multiplication; Fundamental drills in division; Greek and Roman numeration; Babylonian and Hindu-Arabic; Base ten raised to powers; Grouping and re-grouping; Lines and Angles: naming, adding; Triangles, squares, rectangles, circles; Fractions: equal and unequal parts; Fractions: equal parts of a whole; Writing and comparing fractions; Naming, defining parts of fractions.
K-8, 8K, 🖻, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Math-Race

Math-Race is one of the Microgroup-8 [7] program series that allows up to eight players, using paddles, to control scrolling and selection of responses to mathematical problems. The "playfield" is an eight-lane racetrack. Each new problem to be solved is one step closer to the finish line. Math-Race programs include: (For ages 7-14): Addition, Subtraction, Multiplication, and Division. (For ages 12-adult): Addition, Subtraction, Multiplication, Division, Powers, and Roots.
K-12, 16K/24K, 🖻/🔲, ATARI BASIC, 🕹
$19.95/$24.95. Edupro

[7] Ibid

Math Sequences

A comprehensive, objective-based math curriculum in the areas of number readiness, addition, subtraction, multiplication, division, laws of arithmetic, integers, fractions, decimals, percents, equations, and measurement formulae. A manager program tracks student programs and identifies problem areas for up to 100 students. 12 diskettes.
K-8, 32K, 🔲, ATARI BASIC, PRT OPT
$450.00. Milliken Publishing Co.

Math's for Fun

Inventive ways to learn math while having fun. This is for practice in basic math skills, suitable for ages 6 and up.
K-12, 16K/24K, 🖻/🔲, ATARI BASIC
$14.95. Educational Software

Math*UFO

Math*UFO is a very competitive, one- or two-player educational game that turns math drills into a fast-moving, arcade-style challenge. To accommodate different levels of coordination and mathematical proficiency, Math*UFO has options for selecting from addition, multiplication, subtraction, or division problems. You may choose any number between one and nine or all numbers in that range, as well as different speeds of presentation.
3-7, 24K/32K, 🖻/🔲, ATARI BASIC, 🕹
$22.95. ATARI Program Exchange

Maxit

A numbers game – plays against the computer. One or two can play. Designed as a children's game to make arithmetic fun.
P-5, 16K, 🖻/🔲, ATARI BASIC, 🕹
$24.95. Jadee Enterprises

Metric and Problem Solving

Provides programs that encourage students to become familiar with the metric system. It also includes educational games that review a variety of mathematical concepts. METRIC ESTIMATE, METRIC LENGTH, and METRIC 21 provide drill and practice in working with metric units, estimations, and conversion. BAGELS is a game of logic, while HURKLE can be used for teaching coordinate systems, directions and point location. NUMBER is a game of logic that uses varying ranges of numbers, while TAXMAN teaches about factors of a number and prime numbers. Handout pages for use with students are available in the 53-page support manual.
K-5, 16K, ▣, ATARI BASIC
$36.00. Minnesota Educational Computing Consortium

Missing Operands (Integers)

Choose between addition and subtraction and see if you can supply the missing operand. You can also select between two levels of difficulty, a timed session with no help provided or a tutorial practice session. In the tutorial option, several levels of help are provided whenever errors are made. At the conclusion of 10 problems for either level, a summary of your work is displayed.
6-Adult, 16K, 📼 /▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Missing Operands (Whole Numbers)

You can choose an operation (addition or subtraction), select the range of numbers (0-5 or 0-10) and also the level of difficulty in supplying missing operands in number sentences with whole numbers. Level one is a tutorial practice session with help provided whenever it is needed. At level two, you can have a timed drill and practice session. Summaries are provided at the conclusion of both sessions.
6-Adult, 16K, 📼 /▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Mixed Fractions 1

Diagrams are used to illustrate the concept of mixed fractions. Help is provided for incorrect answers. Each part of the mixed number is handled separately, starting with the whole number. A ten-problem summary is given.
K-8, 16K, 📼 /▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Mixed Fractions 2

This program gives practice in changing mixed numbers to improper fractions. Two methods can be practiced – the counting method or the multiplication-and-addition method.
K-8, 16K, 📼 /▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Money Change

Given a dollar for a purchase and the cost of an item, the student will be required to make change using the fewest number of coins.
K-8, 16K, 📼 /▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Monkey Up A Tree

Each time a child correctly answers an addition, subtraction, multiplication, or division problem, a frisky monkey moves up a tree toward his goal of ripe bananas. A mistake causes the monkey to slip down a notch. Two players of different ability levels can play at the same time because of the continuous, individual handicapping feature. Excellent graphic display.
K-up, 24K/24K, 📼 /▣, BASIC
$22.95. ATARI Program Exchange

Multiplying Binomials

The familiar FOIL method of multiplying binomials by sight is graphically displayed by use of this program. Several levels of help are provided whenever the student makes an error in multiplication. Selecting the range of the coefficient is also an option in this program. At the conclusion, a tutorial is provided.
6-Adult, 16K, 📼 /▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Number Blast

Who doesn't like color, sound, and action to perk up tedious memory drills? Here's a one- or two-player number drill combining quick thinking with quick reflexes. Number Blast offers practice in random addition and multiplication problems with numbers ranging from 1 to 20.
2-10, 16K/24K, 📼 /▣, ATARI BASIC, ⟁
$15.95. ATARI Program Exchange

Number Match

This program develops the concept of numbers by having students match a numeral with a domino pattern or a set of figures. Features: three levels of difficulty; game-like setting; highly motivational; four speeds of operation.
P-5, 48K, 📼 /▣, ATARI BASIC
$24.85/$29.50. Micro School Programs – Bertamax

Number Match It

An excellent program for helping young children develop the concept of numbers. Option 1: Given a numeral, students count out the number of objects. The objects are displayed on the screen. Option 2: Given a set of objects on the screen, students type the corresponding number.
P-5, 48K, 📼 /▣, ATARI BASIC
$24.85/$29.50. Micro School Programs – Bertamax

Number Series

1, 2, 4, 7, 11...what's next? Learn how to approach number series problems and how to analyze their patterns. Then practice with increasingly difficult problems. The computer provides clues if you have trouble.
9-12, 8K/16K, 📼 /▣, ATARI BASIC
$16.95/$23.95. Program Design

Numeral Names

A concentration game to practice matching numerals with their corresponding names. The program provides the option for either one or two students.
K-5, 16K, 📼 /▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Numeral Sequence

Choose among three levels for practice in supplying a missing number of a number sequence. Level 1: (0-10); Level 2: (0-100); Level 3: (0-1000). Tutorial help provided; no reading required.
P-5, 16K, 💾/💿, ATARI BASIC
$9.95. JMH Software of Minnesota

Percents 1

Concepts of percents.
K-Adult, 16K, 💾/💿, ATARI BASIC
$9.95. JMH Software of Minnesota

Percents 2

Estimating with percents.
K-Adult, 16K, 💾/💿, ATARI BASIC
$9.95. JMH Software of Minnesota

Percents 3

Find the rate.
K-Adult, 16K, 💾/💿, ATARI BASIC
$9.95. JMH Software of Minnesota

Percents 4

Find the base.
K-Adult, 16K, 💾/💿, ATARI BASIC
$9.95. JMH Software of Minnesota

Percents 5

Find the percentage.
K-Adult, 16K, 💾/💿, ATARI BASIC
$9.95. JMH Software of Minnesota

Percents and Decimals: (Level 5-12)

The Decimals and Percent series (Mp) is designed for learning between levels five and twelve. Includes: Decimal and fractional equivalents; Place values of decimal point; Addition-subtraction of decimals; Multiplication of decimals; Changing fractions to decimals; Rounding decimals, dollars, cents; Changing percent to decimal fractions; Part, percent, total in percent; Solving for a missing percent value; Reciprocals in simple equations; Percent of one number to another; Interest on money, Part 1, principal; Part 2, interest formula, installment; Part 3, discounted-installment interest; Part 4, comparing interest; Part 5, simple interest on savings.
K-8, 8K, 💾, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Pick It

Pick It teaches the concept of addition to young children as well as assisting addition drill and practice. It is also an enjoyable strategy game for all ages. One player can play against the computer or two players can compete. Pick It uses the computer's exciting sound effects and graphics.
P-8, 16K/24K, 💾/💿, ATARI BASIC
$20.00. Johnson Software

Place Value

Choice of place value, expanded notation, or decimal notation with four levels of difficulty. Tutorial help provided and summary given at completion of lesson.
K-8, 16K, 💾/💿, ATARI BASIC
$9.95. JMH Software of Minnesota

PolyCalc

PolyCalc is a computational tool for performing symbolic algebra and calculus operations. It differs from AlgiCalc in that it supports polynomials that are generalized to permit fractional and negative powers of variables, and the program can use many unassigned variables, whereas AlgiCalc can use only one. However, PolyCalc is essentially a polynomial system rather than a rational expression system.
9-Adult, 24K/32K, 💾/💿, ATARI BASIC
$22.95. The Soft Warehouse

The Pond: Explorations in Problem Solving

Program Features: Advanced graphics, color, and animation; user options; classroom-proven. Develops students' abilities to logically think through a situation. To help a frog find its way through a pond, students must gather data about a path of lily pads and generalize that data into a pattern. Another option forces the frog to jump a given number of steps. Teaching Objectives: (1) To develop the student's ability to form patterns, (2) to be able to generalize from data.
K-8, 16K, 💿, ATARI BASIC
$35.00. Sunburst Communications

Quantitative Comparisons

Eight programs that prepare students for SAT-type math problems. Problems start with a elementary concepts and cover most material that would appear in the test. Comprehensive guide included. A final test is given, along with explanations.
9-12, 16K/24K, 💾/💿, ATARI BASIC
$19.95/$23.95. Program Design

Race Car Facts

Two to four players compete, in a math drill format, to get their race car to the finish line. Six levels of difficulty are provided, and a choice of addition, subtraction, multiplication, division, or mixed operation problems are given. Extensive graphics are used to advance the race cars a random amount on a correct response, while no advance is provided on an incorrect answer.
K-8, 16K, 💾/💿, ATARI BASIC
$9.95. JMH Software of Minnesota

Soccer Math

Addition, subtraction, or multiplication problems, in ten skill levels, are displayed on a soccer field screen for two players. With a correct answer, the soccer player kicks in a goal. For missed shots, the correct answer is displayed on the screen for reinforced learning. This program includes a Teacher Management File to assess the current skill level of each student and automatically adjust the skill level of each user. The teacher or parent may also select the number of problems.
K-8, 48K, 💿, ATARI BASIC
$24.95. Compu-tations

Solving Equations

Each of the three programs in this set provides the student with an unlimited supply of random equations which must be solved for the variable. Correct solutions result in animated rewards. A step-by-step explanation of how to find the solution is supplied if indicated by poor student performance.
6-12, 32K, 💿, ATARI BASIC, PRT OPT
$45.00. Educational Activities

Speed Facts

Two people compete at math facts, using the four basic operations and choosing from six levels of difficulty. Each person has the opportunity to respond. The first one to do so can attempt to answer the problem. Points are awarded for correct answers, and a summary is given when a winner is declared.

K-8, 16K, 📼/💽, ATARI BASIC
$9.95. JMH Software of Minnesota

Stars

You work with two-digit numbers in this number guessing game. Clues are provided as to how close your guess is to the number chosen by the computer.

K-8, 16K, 📼/💽, ATARI BASIC
$9.95. JMH Software of Minnesota

Statistics 1

Turn an ATARI Computer into a statistician. Just enter data and get out a variety of general statistics. Calculate mean mode, median, standard deviation, variance, skewness, kurtosis, and root mean square. ATARI Computers' editing capability allows you to correct erroneous data inputs quickly and easily.

7-Adult, 16K, 📼, ATARI BASIC, PRT OPT
$19.95. Atari, Inc.

Subtract Fractions 1

Practice in subtracting fractions with like denominators is provided. A choice of problems with answers to be reduced or not reduced is given. Help is provided for incorrect answers. A ten-problem summary is given.

K-8, 16K, 📼/💽, ATARI BASIC
$9.95. JMH Software of Minnesota

Subtract Fractions 2

A five-problem set is given on subtraction of fractions with unlike denominators. Help is provided for each incorrect answer.

K-8, 16K, 📼/💽, ATARI BASIC
$9.95. JMH Software of Minnesota

Survival Math

Program Features: Random generation of problems; teacher-created; classroom-proven. Four simulations put the student in a situation that requires the use of math for making sound judgements. In Travel Agent Contest, students allocate money for transportation, meals, lodging, and special events on a 7-day trip. Smart Shopper Marathon has students making selections based on unit price, weight, dollar savings, percent savings, and total price. In Hot Dog Stand, students make inventory and price decisions based on many variables. Foreman's Assistant has students planning a playroom and buying construction materials within a specified time-frame and budget.

K-Adult, 16K, 💽, ATARI BASIC
$50.00. Sunburst Communications

Teacher's Aide

Teacher's Aide is a learning tool for grades 1-6 mathematics: (addition, subtraction, multiplication and division). The child has the choice of five levels of difficulty and the option to drill and display each step in long division and multiplication. This is a valuable way to demonstrate the steps involved in division and multiplication and provides the student with insight into the processes involved. The problems are displayed in large block graphics for easy readability.

6-8, 24K, 📼/💽, ATARI BASIC
$13.95/$17.95. Dynacomp

Teasers by Tobbs: Puzzles and Problem Solving

Program Features: High-resolution color graphics; animation; random generation of problems; user-control of difficulty level; teacher-created; classroom-proven. Develops students' ability to use logic to solve math problems. An appealing character named Tobbs makes addition and multiplication programs fun. Provides six levels of difficulty. Random selection offers countless hours of new problems. Teaching Objectives: (1) To reinforce mental arithmetic skills; (2) To help students construct relationships between mathematical operations; (3) To demonstrate the distinction between what must be, what can be and what can't be.

K-8, 16K, 💽, ATARI BASIC
$35.00. Sunburst Communications

Tens & Hundreds

Practice in counting objects using groups of ones, tens, or hundreds. Tutorial help is given.

K-5, 16K, 📼/💽, ATARI BASIC
$9.95. JMH Software of Minnesota

Three R Math System

A fast way to create custom-tailored math drills for each student, this comprehensive basic math drill package uses a unique password system by which teachers specify the types and levels of problems for each student, as well as the amount of time allowed per problem, the number of problems to be worked, and the total time allowed for the session. Three R Math has 101 difficulty levels covering addition, subtraction, multiplication, and division. Problems range from adding two one-digit numbers to multiplying a three-digit number by a four-digit number.

K-8, 40K, 💽, ATARI BASIC, PRT OPT, DOS-II formatted diskette(s) for storing records
$22.95. ATARI Program Exchange

TicTacToe Facts

Two players compete, in a tic-tac-toe format, to answer math problems correctly to win the game. Six levels of difficulty are provided and a choice of addition, subtraction, multiplication, division, or mixed operation problems is given.

K-8, 16K, 📼/💽, ATARI BASIC
$9.95. JMH Software of Minnesota

Video Math Flashcards

Video Math Flashcard drills resemble the familiar single-digit problem/answer flashcards, but this version enlivens the drills with sound, color, and graphics features. A child can choose addition, subtraction, multiplication, or division problems or a mixture of all four types. The program also contains a review stage, during which it redisplays any problems missed during the drill to give the child another chance to answer correctly.

2-5, 8K/16K, 📼/💽, ATARI BASIC
$15.95. ATARI Program Exchange

Whole Number

Practice in whole number operations. Interest is developed by use of a simulated pinball game to build skills in addition, subtraction, multiplication, division and mixed numbers. Designed for elementary and junior high math students.

K-8, 48K, 💽, BASIC A+,
$45.00 first copy, $35.00 additional copies. Control Data Corporation

Religion

Bible Baseball
Players get singles, doubles, triples, and home runs by answering questions about the Old Testament. Runners, the baseball diamond, and the scoreboard are all portrayed vividly to make the action realistic. Players may choose to play on a "minor league" or "major league" level. Bible Baseball can be played by one or two players.
College, 48K, ▣, ATARI BASIC
$30.00. Institute for Computers in Jewish Life

Family Bible Fun/"Master Disk"
This diskette is required to operate all of the program disks from Home Computer Software Company.
P-Adult, 48K, ▣, ATARI BASIC, PRT OPT
$19.95. Home Computer Software Co.

Family Bible Fun/"Book of Acts, Part One"
Fascinating quizzes, challenging puzzles, and intriguing word games help you learn about the Book of Acts. The early apostles' evangelization and the dynamic preaching of Paul will spring to life. (We had so much material on this subject, we had to divide it into two diskettes; the second part will be released soon!)
P-Adult, 48K, ▣, ATARI BASIC, PRT OPT, Family Bible Fun Master Disk
$29.95. Home Computer Software Co.

Family Bible Fun/"Great Men of the Bible"
Learn about the facts of Samson, the courage of Daniel, the boldness of Peter, the adventures of Paul, and little-known men who highlight the pages of the Old and New Testaments. Find their names hidden in WordSearch puzzles. Decode cryptograms with quotations from the Bible about them. Even use a special program to "teach" the computer about these heroes!
P-Adult, 48K, ▣, ATARI BASIC, PRT OPT, Family Bible Fun Master Disk
$29.95. Home Computer Software Co.

Family Bible Fun/"Great Women of the Bible"
This diskette offers a chance to learn about Biblical women that you might never have known. The Bible is filled with rich background about women...and here's a chance to learn about them in a fun way.
P-Adult, 48K, ▣, ATARI BASIC, PRT OPT, Family Bible Fun Master Disk
$29.95. Home Computer Software Co.

Family Bible Fun/"Know Your Bible I"
Puzzles, quizzes, and games help sharpen general Biblical knowledge. Learn the order of the books of the Bible in a fun way! Add little-known Bible facts to your background. We even have a game where you "teach" your ATARI Home Computer about famous (and not-so-famous) Bible characters! A series of graded activities offers something for every member of the family.
P-Adult, 48K, ▣, ATARI BASIC, PRT OPT, Family Bible Fun Master Disk
$29.95. Home Computer Software Co.

Family Bible Fun/"Know Your Bible II"

An in-depth look at the Old and New Testaments using age-graded quizzes, puzzles, and games, this diskette offers you highlights of individual books of the Bible, far-away places and long-ago people. You'll find them just as interesting and relevant today as they were long ago when the Bible was written. Several quizzes offer you a chance to test your own knowledge, build up your understanding…and then stump your friends!
P-Adult, 48K, ▣, ATARI BASIC, PRT OPT, Family Bible Fun Master Disk
$29.95. Home Computer Software Co.

Family Bible Fun/"Life of Christ, Part One"

The birth, childhood, and early ministry of Jesus Christ are the subjects of this diskette. Like its companions in the Family Bible Fun series, this collection of interesting and challenging quizzes, games, and puzzles will let you explore in as much depth as you'd like these little-known aspects of the life of the world-changing Nazarene.
P-Adult, 48K,▣, ATARI BASIC, PRT OPT, Family Bible Fun Master Disk
$29.95. Home Computer Software Co.

Family Bible Fun/"Life of Christ, Part Two"

Peer into history and view Jesus' ministry here on Earth. Learn more about the miracles, the healings, and the wise teachings of this man Christians call Saviour. Using puzzles, games, and quizzes, delve into the lives of the people around him and find out how He touched them.
P-Adult, 48K, ▣, ATARI BASIC, PRT OPT, Family Bible Fun Master Disk
$29.95. Home Computer Software Co.

Family Bible Fun/"Life of David"

From his boyhood as a shepherd to his reign as king, David's story is a classic, filled with everything that makes a human story exciting, dramatic and interesting. On this diskette, you'll have a chance, by playing games, working puzzles, and answering questions, to find out how much you already know about this familiar Bible hero…and learn a lot you almost surely never heard before!
P-Adult, 48K, ▣, ATARI BASIC, PRT OPT, Family Bible Fun Master Disk
$29.95. Home Computer Software Co.

Family Bible Fun/"The Patriarchs"

Abraham, Isaac, and Jacob are just three of the fascinating people who come to life in this study of the early Old Testament books. Using word games, puzzles and quizzes, this diskette will introduce the beginning Bible student to a subject often ignored in spite of its importance in understanding Biblical history.
P-Adult, 48K, ▣, ATARI BASIC, PRT OPT, Family Bible Fun Master Disk
$29.95. Home Computer Software Co.

Family Bible Fun/"The Prophets"

Puzzles, quizzes, and games increase your understanding and appreciation for these important people in Judeo-Christian religion. Learn about the books they wrote, the prophecies they made, the lives they lived, and the people they touched. Complete with sound effects, animation, and spectacular color graphics.
P-Adult, 48K, ▣, ATARI BASIC, PRT OPT, Family Bible Fun Master Disk
$29.95. Home Computer Software Co.

Judaism and Charity

A reading course for individual study or as a supplement to classroom instruction. Included are an introductory summary on the attitudes of Judaism to charity and selected material from Biblical, Talmudic, and Hasidic sources. A brief bibliography is also included.
College, 48K, ▣, ATARI BASIC, PRT OPT
$25.00. Institute for Computers in Jewish Life

### Torah and Haftorah Blessings

The computer "chants" the blessings before or after the Torah or Haftorah, phrase by phrase, matching each note to its appropriate syllable with a bouncing ball. The student may choose to study the blessings in Hebrew or English transliteration.
6-12, 48K, ▣, ATARI BASIC, PRT OPT
$25.00. Institute for Computers in Jewish Life

science

Analysis of Variance

ANOVA is actually four programs in one. Each program performs a specific task matched to the experiment under analysis. (1) A one-way ANOVA produces the treatment sum of square, mean square, and F ration along with the error mean square. (2) Two-way ANOVA performs an analysis of either fixed or random factors with equal numbers of replicates (repeat measurements) per cell. (3) The "N-way" (for N up to 5 factors) will accept up to 4 levels per factor or any combination of levels not to exceed 1024 treatment combinations. (4) YATES analysis computes the mean square and half effect for two level factorial and fractional factorial experiments.
9-Adult, 16K, 💾/💿, ATARI BASIC
$19.95/$23.95. DYNACOMP

ATARI Computer New User's Guide

This manual is designed to aid the new ATARI Computer user in the setup and operation of the hardware. The manual begins with instructions for setting up the computer and then introduces you to the keyboard and general operation. A section on trouble-shooting helps you solve some of the problems faced by a first-time user. Additional topics covered in this manual include formatting new diskettes, using DOS and system commands, and techniques for programming in BASIC. With this manual, a new ATARI Computer user can get off to a good start in the classroom.
Adult, 16K, 💿, ATARI BASIC
$4.00. Minnesota Educational Computing Consortium

Basic Electricity

Includes 16 programs: Electric Properties; Electric Power, Current, Voltage; Batteries and Direct Current; The Color Code of Resistors; Ohm's Law: How to Use It; Series-Parallel Circuits: Kirchhoff's Laws; Analysis of Series-Parallel Circuits; Bridge Circuits and Divider Networks; Magnetism and Electromagnets; Alternators and Alternating Current; Alternating Current Analysis; Inductance and Inductors; Inductive Reactance; Capacitors and Capacitance; Capacitive Reactance; Analyzing Reactive Circuits.
9-Adult, 8K, 💾, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Botany Fruit Key

Botany Fruit Key is a new approach to identifying common plants. Answer the easy questions about the fruit you have just picked off the back yard tree. This program identifies 125 trees and shrubs in all. Learn how a botanist identifies plants by their anatomy as well as the scientific and common names. A glossary contains dozens of technical terms.
6-C, 24K, 💿, ATARI BASIC
$19.95. DYNACOMP

Chem Lab Simulations[8]

The Chem Lab Simulations is a growing collection of professional quality software products which simulate introductory-level chemistry experiments. They are virtually self-instructing, and no special skills are needed to operate then. Comprehensive manuals further aid the student by explaining the theories involved and by showing sample calculations. Initial values are randomly generated so that test results vary each time an experiment is performed. Five packages: Chem Lab Simulations 1:™ Titrations; Chem Lab Simulations 2:™ Ideal Gas Law; Chem Lab Simulations 3:™ Calorimetry; Chem Lab Simulations 4:™ Thermodynamics.
9-Adult, 40K, 💿, ATARI BASIC, PRT OPT
$100.00. High Technology Software Products

[8] Trademark of High Technology Software
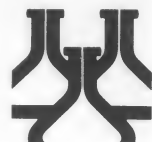
Chem Lab Simulation[9] #1 — Titrations

Powerful high-resolution graphics give the user realistic control over three experiments: (1) an acid-base titration experiment, (2) determination of a weak acid equilibrium constant, including a titration experiment and pH-meter experiment, (3) the determination of Avogadro's Number, including a titration experiment and a monomolecular experiment.
9-Adult, 40K, ▣, ATARI BASIC, $100.00. High Technology Software Products, Conduit

Chem Lab Simulation[9] #3 — Calorimetry

This calorimetry simulation demonstrates Hess's Law by having the user determine the heats of reaction of three separate chemical reactions. Dynamic high-resolution graphics provide a realistic animation of the actual steps in the calorimetry experiments such as heating water with a Bunsen burner and mixing reactants and a calorimeter.
9-Adult, 40K, ▣, ATARI BASIC, $100.00. High Technology Software Products

Chem Lab Simulation[9] #4 — Thermodynamics

In this simulation, capability tube experiments illustrate heat of vaporization and thermodynamics of an equilibrium reaction. High-resolution graphics enable the user to heat samples and collect accurate pressure and temperature data which is graphically plotted on the video monitor. The slope of the plotted line is used to identify an unknown liquid in the Heat of Vaporization experiment, and to calculate the enthalpy, entropy, and free energy of the equilibrium reaction in the second Thermodynamics experiment.
9-Adult, 40K, ▣, ATARI BASIC, $100.00. High Technology Software Products

[9] Ibid

Earth Science

Contains five programs by the Minnesota Educational Computing Consortium. "Earthquakes" includes a general explanation of earthquakes, a lesson on locating epicenters using seismographs, and a problem combining the concepts of primary and secondary waves and lag time. "Minerals" is an identification key for 29 minerals commonly studied in earth sciences. "Solar Distance" helps students understand distance in space by having them make trips to planets by a variety of vehicles such as train or bicycle. "Ursa Lesson" identifies and displays the star patterns in five major constellations, and "Ursa Rotation" simulates the patterns and rotations of the constellations according to the date and time the student selects.
5-12, 16K, ▣, ATARI BASIC, PRT OPT $29.95. ATARI Program Exchange

Elementary Biology

The special graphics and color used here will be especially helpful in teaching about food chains and circulatory systems. In the drill and practice program, Circulation, students are shown the movement of a blood cell throughout the circulatory system of a fish. The relationships in a food chain are discovered when students role-play an animal in either the Odell Lake or Odell Woods simulation programs. The 60-page support manual contains worksheets for use in teaching the food chain relationships.
6-8, 16K, ▣, ATARI BASIC $37.00. Minnesota Educational Computing Consortium

Flight Simulator

This realistic, mathematical simulation allows you to take-off, fly, navigate, and land an airplane. The program employs aerodynamic equations, as well as the characteristics of a real airfoil, to simulate the response of flying machines ranging from gliders to space shuttles.
C-Adult, 24K, ▣ / ▣, ATARI BASIC $39.95/$43.95. DYNACOMP

Free Fall

An introductory physics laboratory experiment involving free fall is simulated. Recommended for physics students in high school or college.
9-Adult, 48K, ▣ / ▣, ATARI BASIC $39.95. Jadee Enterprises

Frogmaster

Frogmaster contains exciting arcade features in addition to being a highly educational program. It is a fast moving, high-concentration game for 1-4 players. Your critters must penetrate barriers and avoid evil linebacks if they are to score. Many will fall by the wayside, but some will get through. As they learn, you can look inside their heads to see how they think. As you teach them, they teach you how learning takes place! Great graphics!
9-Adult, 16K, ▣ / ▣, ATARI BASIC, ♣, Dynacomp Type 'n Talk Speech Synthesizer
$17.95/$21.95. Dynacomp

Harmonic Analyzer

Harmonic Analyzer is the third in Dynacomp's series of Fourier transform software packages. Whereas Fourier Analyzer and Transfer Function Analyzer (TFA) were designed with limited duration signals in mind, Harmonic Analyzer is specific to repetitive wave forms (cyclic processes). All the data entry, storage, retrieval, and editing features of TFA have been included as well as the signal and transform plotting functions. The Fourier integral has been replaced with a Fast Fourier Transform (FFT) routine which is the essence of the harmonic analysis. A cubic spline interpolation procedure has been added so that the user may transform irregularly spaced data.
C-Adult, 24K, ▣ / ▣, ATARI BASIC $24.95/$28.95. DYNACOMP

Heart Lab

This innovative program uses animated graphics to produce a simulation model of a functioning human heart. It provides the student with an opportunity to observe, through simulations, the heart in action. The program illustrates the various parts and

functions of the heart by showing the pumping action and tracing the blood flow through the arteries, veins, and chambers.
6-12, 32K, ▣ , ATARI BASIC, PRT OPT
$29.95. Educational Activities

Industrial Solid-State Electronics
Includes: Switches, Relays, Fuses, Breakers; Transformers; Electronic Generators; Electric Motors; Theory of Semiconductors; Transistor Operation; Transistor Amplifiers; Electronic Vacuum Tubes; Transistor Amplifier Curves; SCR's, Triacs, and Zeners; Multi-vibrators; Boolean Algebra; Gating Circuits; Radio Signal Transmission; Input and Output Devices; Electronic Instruments.
9-Adult, 8K, 🖭 , Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Laboratory in Cognition & Perception
This package exposes students to a variety of phenomena, theoretical points of view, techniques, and experimental designs. Five copies of Student Guide (100 pages), one copy of Instructor Guide (100 pages.)
12-Clge, 48K, ▣, ATARI BASIC, PRT OPT
$140.00. Conduit

Mapware
With the Mapware programs you can create a wide variety of high-resolution world maps, store your maps, and display them whenever you like. Mapware contains nearly 9,000 pairs of geographic coordinates for locating main land masses and islands on Earth. These maps are useful for such applications as games and simulations, tracking satellites, pointing amateur radio antennas, and teaching geography and cartography.
7-Adult, 40K, ▣, ATARI BASIC
$22.95. ATARI Program Exchange

Parts of the Microscope
Using an excellent graphic representation of a microscope, this program teaches the student to identify the various parts by location and function. The lesson begins with each part of the microscope being highlighted as its purpose is explained. This is followed by a drill section in which the student must recall each part and its function.
6-8, 32K, ▣, ATARI BASIC, PRT OPT
$19.95. Educational Activities

Physics
Includes: Force and Motion; Motion, Gravity, and Energy; Dynamics and Gyroscopes; Certain Properties of Matter; Matter and Energy; Sound; Light and Optics; Properties of Wave Motion; Electromagnetic Waves; Electrons and Electricity; Electromagnetism – AC voltage; Solid State Physics – Electronics; The Elements and Their Atoms; Atomic and Nuclear Physics; Using Nuclear Physics; Theory of Relativity.
9-Adult, 8K, 🖭 , Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Physics — Elementary Mechanics
This is a problem-solving lesson in the elementary mechanics of physics. Students are shown a physical problem, then must "purchase" the missing information required to answer it correctly. Objective is to request the least amount of information needed to understand the problem. For senior high physics students.
9-12, 48K, ▣
$45.00 first copy, $35.00 additional copies. Control Data Corporation

SCRAM (A Nuclear Power Plant Simulation)
Learn how a nuclear power plant operates! The ATARI Computer builds a nuclear power plant, and the user controls its operation, even under adverse conditions. SCRAM is more than a game. It simulates the operation of a nuclear power plant that's modeled after real-life situations. Students discover the basics of thermodynamics

and plant operation and develop a deeper understanding of nuclear safety issues. A technical background is not required.
7-Adult, 16K, 🖭 , ATARI BASIC
$24.95. Atari, Inc.

Stars
Stars teaches the user to recognize constellations. The first clue given by the program is the graphic representation of the constellation. Should the user wish additional clues, choices available are mythological background, the names of well-known stars in the specific constellation, and shape-outlining done by connecting the stars. Stars uses the graphics capabilities of the computer, as well as sound effects to highlight user responses.
6-Adult, 48K, ▣, Microsoft BASIC
$22.95. Reader's Digest Services

Starware
Starware displays the stars on your TV screen with the brilliance normally seen only by astronomers at remote mountaintop observatories. Its 900 star coordinates accurately locate all the constellations in both hemispheres. You can display high-resolution diagrams of each constellation and high-res maps of the heavens visible from your home (or any other location) at any date and time this century, down to the second. The program also calculates Local Sidereal Time.
7-Adult, 40K, ▣, ATARI BASIC
$22.95. ATARI Program Exchange

Valdez
A simulation of supertanker navigation in the Prince William Sound area of Alaska. It contains a detailed analysis of ship response characteristics as well as a model of tidal patterns in the Sound. Navigation is aided by a variable range radar display which shows the land masses and other traffic (ships and icebergs). A unique feature of this simulation is the 256 × 256 element map.
9-Adult, 24K, 🖭 /▣, ATARI BASIC
$19.95/$23.95. DYNACOMP

Social Studies And History

Astro Word Search: Geography

Locate every one of the geographical places hidden horizontally, backwards, vertically, or diagonally in the maze of letters on your screen. Hundreds of possible games test geographical knowledge and powers of perception.

6-Adult, 16K/24K, 📼/💿, ATARI BASIC, ⚓
$16.95/$23.95. Program Design

Atlas of Canada

The program first draws an outline of Canada and then outlines a province or landmark in white and asks students to name it (and its capital, if it outlines a province). The program keeps score of correct guesses and displays final scores. It presents the provinces, capitals, and landmarks in a different order each time.

5-Adult, 16K/32K, 📼/💿, ATARI BASIC
$22.95. ATARI Program Exchange

Basic Psychology

Includes: General Psychology; Heredity and Maturity; Sensory Processes and Vision; Other Senses & the Nervous System; Sensory Perception; Principles of Learning & Conditioning; Operant Condition; Instrumental Lrng; Human Learning; How to Learn and Remember; Measurement of Responses; Psychological Testing; Emotional Develop. and Expression; Personality; Behaviour Disorders; Psychotherapy & Mental Health; Industrial & Applied Psychology.

9-College, 8K, 📼, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Basic Sociology

Includes: Sociology As A Science; Social Organization; Process of Sociology, Culture and Society; Marriage and Family; Personality, Society and Culture; Social Control and Social Deviation; Groups, Associations & Social Inst. ; Social Stratification; Social Mobility; Social Power; Race and Ethnic Relations; Collective Behavior; The Population Explosion; Urbanization; Social and Cultural Change.

9-College, 8K, 📼, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Country Guess/State Guess

In "Country Guess," you select any country in the world. The Computer will ask you several yes/no questions and then correctly name the country you chose. If the computer suggests you've answered a question incorrectly, use a reference book or atlas – you're about to learn something. In "State Guess," you select any state in the U.S. for the computer to identify in the same manner. These programs are excellent training tools for those studying geography.

6-12, 16K, 📼/💿, ATARI BASIC
$19.95. Basics and Beyond

Economics

Includes: What is Economics?; Pure Capitalism – A Theory; Mixed Capitalism in the U.S.; Government: Expenditures; Microeconomics: A Company; The Distribution of Wealth; GNP, Inflation and Recession; Labor and Unions; Public Welfare and Poverty; Theory of Income/Employment; Government and the Economy; Money and Banks; Money and Growth; Problems of Growth; Law of Supply and Demand; Production Costs.

9-Adult, 8K, 📼, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Energy Czar

A high-level simulation in which students play the role of national "Energy Czar," responsible for all supplies, allocations, and prices of all energy sources. The student also has control over taxes and environmental controls. To succeed in this job, the student must meet energy demands and keep such economic factors as inflation, employment, and growth stable. An excellent simulation for social studies classes.
12-Adult, 16K, 🖥, ATARI BASIC, $14.95. Atari, Inc.

European Countries & Capitals

Like States and Capitals, this program cassette teaches you the geography of Europe in an enjoyable and interesting way. First the computer draws a map, and outlines a country. Students must identify the country and corresponding capital.
5-Adult, 16K, 🖥, ATARI BASIC $14.95. Atari, Inc.

Flags of Europe

Flags of Europe is a colorful program that can help youngsters and adults alike become experts at recognizing European flags. Users can select from two kinds of quizzes: multiple choice and fill-in-the-blank. In both kinds of quizzes, the program helps out with clues in response to incorrect answers. Correct answers are rewarded with a few bars of the country's national anthem or of one of its native songs. Flags of Europe remains a challenge after repeated use since the order in which the flags display varies from one session to the next, as does the selection of responses in the multiple choice quizzes.
4-Adult, 40K, 🖥 / 🖳, ATARI BASIC
$22.95. ATARI Program Exchange

Geography

Four programs by the Minnesota Educational Computing Consortium "States" gives students practice in identifying states by geographical region, location, and shape. "Capitals" gives practice in identifying the names and spellings of U.S. states and capitals. In "Continents" a student identifies the continent on which a named country is located. In "Countries" a student names the capital of the country whose name is displayed. "Continent" and "Countries" contain the names of 86 countries.
4-10, 16K, 🖳, BASIC
$29.95. ATARI Program Exchange.

Israel Geography Game

As an Israeli "Sherlock Holmes," the student uses historical and geographical clues to deduce correct names of sites on the map of Israel. He is given the opportunity to identify locations marked by a blinking cursor. If the student does not give the correct answer after 3 clues, the correct answer is given, and the next site is presented. The score-keeping feature of Israel Geography makes it particularly suitable for classroom use in which teams of students compete against each other.
6-12, 32K, 🖥 / 🖳, ATARI BASIC, PRT OPT
$14.95/$25.00. Institute for Computers in Jewish Life

Kingdom

Students become the complete ruler of a small agrarian kingdom, confronting such forces as crop failure and starvation. This macroeconomic simulation allows students to understand the inter-dependency of the economy, production, and social well-being. Additionally, mathematical skills can be improved.
10-Adult, 8K, 🖥, ATARI BASIC $14.95. Atari, Inc.

Maps and Globes

19 programs and 1 student booklet designed to be used directly with "Skills for Understanding Maps and Globes," by Kenneth Job and Lois Wolf (Follet Publishing Co.). The student brings the booklet to the computer, loads the program, and begins the lesson. The computer now poses questions to the student concerning the subject matter in the booklet. The student is free to use the booklet in order to respond to the questions from the computer.
K-12, 16K, 🖥 / 🖳, ATARI BASIC $136.00. MICRO-ED

The Market Place

These programs put the student in the role of decision-maker with a variety of choices to evaluate. Each simulation teaches a different aspect of the economic market place. In Sell Apples the major objective is to determine the best price based on number sold. Sell Plants emphasizes the function of advertising. Sell Lemonade involves all the decisions normally found in running a lemonade stand. Sell Bicycles deals with the concepts of supply and demand. Diskette and 63-page support manual.
6-8, 16K, 🖳, ATARI BASIC $35.00. Minnesota Educational Computing Consortium

Philosophy

Includes: What Is Philosophy?; Socrates, Plato, and Aristotle; Religious and Renaissance Phil.; The Modern Philosophers; Political Philosophy; More Political Philosophy; Epistemology; Economic Philosophy; Logic; Philosophy of Science; Metaphysics; Classical Ethics; Modern Ethics; Philosophy of Religion; Contemporary Philosophy; Futurism.
9-College, 8K, 🖥, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Presidents of the United States

This one-player quiz has two levels. On the novice level, students select a name from four choices; on the advanced level, they must type in a President's first and last name. Both levels give clues. The program displays a running total of correct answers and final total at the end of the 40 questions. The game remains a challenge because the clues change from game to game.

5-Adult, 24K/32K, 🖪/🖲, ATARI BASIC
$15.95. ATARI Program Exchange

Social Studies Word List: Regions

Regions presents basic drill and practice social studies word list lessons for the following regions: Forest, Desert, Farming, Ocean, Manufacturing, Trading, and Political. At the end of each lesson, the student's performance is summarized. If a student does all the problems in a lesson without having to review the word list, a visual sequence with sound effects is displayed.

K-8, 16K, 🖪/🖲, ATARI BASIC
$49.95. MICRO-ED

States & Capitals

This cassette program teaches you the geography of the United States in an enjoyable and interesting way. First the computer draws a map, and outlines a state. Students must first identify the state, then the corresponding capital.

5-Adult, 16K, 🖪, ATARI BASIC
$14.95. Atari, Inc.

Time Traveler

Using a "time machine," players face a challenging series of historical environments in which they must build alliances and struggle with the ruling powers. This adventure game confronts the player with complex decisions and the demand for real time action.

K-College, 48K, 🖲, ATARI BASIC
$24.95. Krell Software

The United States Government

Includes: A Constitution is Born; The Making of the Constitution; A Constitution Grows: Amending; Voting: The Will of the People; The Two-Party System; The Legislative Branch; The Judicial Branch; The Presidency; The President's Cabinet; Taxes: How we pay for gov't; Organ./Oper. of City Gov't; Organ./Oper. of small local gov't; Obj./Organ. of State Gov't; Basic Principles of U.S. Gov't; U.S. Gov't/International Affairs; Naturalization: Citizenship.

6-12, 8K, 🖪, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

United States History

Includes: The Age of Exploration; The Colonial Period; Unrest in the Colonies; The American Revolution; Confederation to Constitution; Building the Country; Division Among the States; War Between the States; The Reconstruction Era; Settling the West; The Gilded Age; American Imperialism; The First World War; The New Deal; World War II; Man Reaches the Moon.

6-12, 8K, 🖪, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

World History

Includes: Prehistoric Man/First Civilizations; Egypt/later civil. of Near East; The Greek Age (Hellenic Civil.); Roman Empire/Christianity; The Byzantine Empire; The Rise of Feudal Europe; The Middle Ages; The Renaissance: Europe expands; The European Reformation; French Monarchy/Intellect. Devel.; The French Revolution; The Industrial Revolution; European National Trends; Imperialism and World War I; World War II and the Cold War; World History as a Current Event.

6-12, 8K, 🖪, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Miscellaneous

The Adventures of Oswald

As a narrator tells a story about a young boy named Oswald, children must use the joystick to help Oswald walk, climb, jump, and escape from a deep tunnel. There's also a game for children to play, entitled "Oswald and the Golden Key." Exceptional graphics, exciting music, and sound effects.
P-5, 16K/24K, 🖴/ ▣, ATARI BASIC, 🎮
$16.95/$23.95. Program Design

Army Skills in Reading, Math, and Phonics

The Army Math Series provides drill in basic addition, subtraction, multiplication, and division of signed whole numbers and decimals. The Army Reading series will assist in the performance of two basic instructional tasks – to increase the reading skills of young soldiers and to introduce a broad range of basic facts about army life. The Army Phonics series is designed to teach adult students the common sound patterns of the language in a clear and concise format.
9-Adult, 8K, 🖴, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Birth of the Phoenix

An adventure tutorial designed for the novice. Learn the tricks of solving the more complex adventure games: mapping, dealing with locked doors, light sources, people you meet, etc. Birth of the Phoenix is a great way to teach problem solving and develop reading skills. Complete with manual.
6-Adult, 32K, 🖴/ ▣, Assembly Language
$22.00. Phoenix Software

Concentration

For each move, the student uncovers pairs of windows in a 15-window game board. The object of the game is to uncover matching pairs at one move. Item pairs are selected by the teacher. Some sample pairs might be Kennedy/President; too/two; uno/one; $3 + 5/8$; $7 \times 12/84$; light/dark; Boyle/PV = K, etc.
2-Adult, 16K, 🖴/ ▣, ATARI BASIC
$19.95. School CourseWare Journal

Diet Evaluation

Record the type and quantity of food you eat in a day and let this program analyze it. The computer reports your desired totals and actual totals for calories, protein, fiber, calcium, iron, Vitamin B1, Vitamin C, and Vitamin A. The program is very easy to use and contains data on nearly 100 foods. The results of the computer analysis can be directed to the screen or to the printer.
K-Adult, 16K, 🖴/ ▣, ATARI BASIC
$14.95. JMH Software of Minnesota

Driver Education Review

A review of U.S. road signs, their shapes and meaning, along with questions on traffic situations. A true/false format is used with summary provided as an option at any time. This program is perhaps most effective when used in conjunction with U.S. Road Signs and Road Lines and Intersections.
6-Adult, 16K, 🖴/ ▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Education System Master Cartridge

Required for all Dorsett Educational Systems cassette programs.
N/A, 8K, ▣
$25.00. Dorsett Education Systems

The Factory: Explorations in Problem Solving

Program Features: color graphics, animation, random generation of problems, teacher-created, classroom proven. Students develop inductive thinking by playing the part of an assembly line worker in a factory. One challenge is to analyze a finished product and recreate it by designing an assembly line to produce it. Students work with raw materials and manipulate the assembly line machinery to punch, rotate and stripe the product accordingly. Another option allows students to use their creativity to develop their own products. Teaching Objectives: To develop inductive reasoning skills, and to demonstrate the importance of sequence. Teaching guide included.
K-8, 16K, ▣, ATARI BASIC
$35.00. Sunburst Communications

First Aid and Safety

Includes: The Basic Rules of Safety; Handling Equipment Safely; Preventing Equipment Accidents; Recognition of Coronary Attacks; Care of Coronary Victims; Recognition of Epileptic Victims; Care of Epileptic Victims; Prevention of Electrical Shock Injuries; Care of Electric Shock Victims; Care of Cuts and Wounds; Head and Eye Injuries; Avoiding Slips and Falls; Chemical Burns; Frostbite and Cold Injuries; Restoring Breathing; Use of the First Aid Kit.
9-Adult, 8K, 🖴, Ed. System Master Cartridge
$79.00 (16 programs on 8 cassettes). Dorsett Educational Systems

Hickory Dickory
Teachers in grades kindergarten through sixth have used Hickory Dickory to help students learn to tell time. The program displays time using hour and minute hands on a traditional face clock in high resolution graphics. Using either the computer console's keyboard or a Joystick Controller, the child gives the digital equivalent. Hickory Dickory offers six skill levels.
K-4, 16K/24K, ▱/▣, ATARI BASIC, ⚓ ,
$15.95. ATARI Program Exchange

Info Handler[10]
Info Handler is an information management package. With Info Handler you can design, enter, sort, search, modify, delete, select and print records. Info Handler allows the user to set up his own data base system layout. The report generator provides flexibility by letting the user control which fields will print, where they will print, the number and width of the report columns and which sort sequence will be used. The entire file or only selected records may be printed, and numeric fields can be totalled. Mailing labels can be printed.
9-Adult, 40K, ▣, ATARI BASIC, PRT OPT
$100.00. High Technology Software Products

It's About Time
This program contains two learning units and a game. In Unit One, the child learns to read a 'standard' clock and places the correct time onto a digital clock. Unit Two uses a joystick to 'set' the standard clock according to the time read on the digital clock. Unit Three is a game in which the child tests his ability to set the clock before running out of time.
P-5, 16K/24K, ▱/▣, ATARI BASIC, ⚓ , Votrax OPT
$20.00/$25.00. T.H.E.S.I.S.

[10]Ibid

Krell College Board SAT Preparation Series – 1983
This program builds on Krell's College Board SAT Preparation Series, which has demonstrated a mean combined math and verbal score increase of more than 150 points, using sophisticated drill and practice techniques alone. The new 40 program series uses artificial intelligence techniques and customizes drill, practice, and construction for each user.
9-12, 48K, ▣, ATARI BASIC, PRT OPT
$299.95. Krell Software

ListMaker
Listmaker is an information management system whose specific applications and limitations are user-determined. It allows the user to build formats to fit varied list-information requirements, to store and update these lists as required, and to extract data from lists to print a variety of reports, mailing labels, and personalized letters. A comprehensive and easy-to-follow user's manual included.
N/A, 48K, ▣, Microsoft BASIC
$97.50. Reader's Digest Services

Personal Fitness Program
The eight exercises in the Personal Fitness Program may help improve flexibility, strength, stamina, coordination, circulation, and general body tone. Taking into account age, sex, heart rate, and past exercise performance, the program tailors the exercises to each user. Contains daily and weekly progress charts. Program should be used only after consultation with qualified medical or physical education personnel.
6-Adult, 24K, ▣, ATARI BASIC, ⚓/▱▣
$22.95. ATARI Program Exchange

Preparing for the SAT
Teaches more than subject matter: teaches how to take the SAT and other aptitude tests. The package includes the following PDI Hi-Tester courses: Analogies, Vocabulary Builders 1 and 2, Number Series, and Quantitative Comparisons. Also includes a unit on time strategy that helps students evaluate how well they allocate their time. The introductory unit evaluates a student's test-taking strategies. The total package consists of 6 cassettes (or 6 disks and 1 cassette), a user's manual, and a copy of the booklet 'Making the Grade,' all contained in a convenient storage container.
9-12, 16K/24K, ▱/▣, ATARI BASIC, ⚓
$125.00/$139.95. Program Design

Preschool Fun
Develops fundamental skills of color, shape, number, and letter discrimination. The program consists of two parts, each containing several individual modules. Part 1 teaches the basic colors, shapes, and counting to nine. Reading is not required by the user, and the program responds to one keystroke answers. Full color, graphics, and sound. Part 2 teaches the recognition of upper and lower case letters and directions.
P-5, 16K/24K, ▱/▣, ATARI BASIC
$17.50/$25.00. T.H.E.S.I.S.

Preschool Games
A set of eight games introducing basic game concepts to children ages three to eight. Requires an ATARI Keyboard Controller.
Pre, 16K, ▣, ATARI BASIC, ATARI Keyboard Controller
$15.95. ATARI Program Exchange

The Preschool Library
Help a child develop listening skills, learn shape, letter and number recognition, understand the concept of same and different, improve hand-eye coordination – all while having a wonderful time playing with the computer. The package includes the following PDI Challenger: Preschool IQ Builders 1 and 2, Sammy the Sea Serpent and The Adventures of Oswald. The package

also contains a detailed user's manual with supplementary activities for adult and child.
P-5, 16K, ▭, ATARI BASIC, ♨
$59.95. Program Design

Prototype's Adventures
8 games written especially for young children. Professor Von Chip's pal, Prototype, will guide your students through activities such as catching Marshmallows, Coloring, Jump Rope, and Alpha Blocks. Proto even shows them where he lives and works. The storybook, shaped like Prototype, has cartoons for your child to work.
P-5, 16K/32K, ▭/▣, ATARI BASIC, ♨
$19.95. Educational Software

Quintominoes
The object in Quintominoes is to lay down shapes on a grid in such a manner that they connect correctly. Using the joystick and control keys, you may move a shape to a position, rotate it, and flip it in both the horizontal and vertical directions. Quintominoes is an exceptionally nice way to introduce children to computers and concepts in plane geometry.
K-8, 16K, ▭/▣, ATARI BASIC, ♨, Dynacomp Type 'n Talk Speech Synthesizer
$12.95/$16.95. Dynacomp

Road Lines and Intersections
Centerline striping, edge striping, and crosswalks are three types of pavement marking used to present problem situations for the concerned driver. Intersections, right of way, turns, and proper lane positions are some of the situations used. All of this is provided in a tutorial format for the driver (or driver-to-be) to get immediate feedback on how well he knows the necessary drivers education material. A summary is provided at the conclusion of the lesson.
6-Adult, 16K, ▭/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

Sammy the Sea Serpent
Guide lost Sammy back to the sea – and get him out of a lot of tight spots along the way! Program requires the child's total involvement, using voice narration, graphics, color, music, and sound effects. Also contains games that the child actually plays with Sammy.
P-5, 16K/24K, ▭/▣, ATARI BASIC, ♨
$16.95/$23.95. Program Design

Snooper Troops[11] Series: The Disappearing Dolphin
Someone has stolen Lily The Dolphin from the tabasco Aquarium. Why would someone want a dolphin? The Snooper Troop assignment is to identify the perpetrator from the list of eight suspects.
5-Adult, 48K, ▣
$44.95. Spinnaker Software

Snooper Troops Series: The Granite Point Ghost
The Kim family has moved into the old Cable Mansion in Granite Point. Not everyone in the town is pleased with this and on an April evening ghostly things happen at the mansion. As a Snooper Trooper your job is to find out who (or what!) did it and why.
5-Adult, 48K, ▣
$44.95. Spinnaker Software

Spatial Relations
This program is designed to prepare a child for reading and math skills. It introduces the child to comparative size and the meaning of words which designate place or position. There are six individual units: in/out; right/left; over/under; big/small; tall/short; high/low.
P-5, 16K/24K, ▭/▣, ATARI BASIC, ♨, Votrax OPT
$17.50/$25.00. T.H.E.S.I.S.

Talk To Me
Talk to Me is a software tutorial package designed to be used in conjunction with the Votrax/Vodex Type 'n Talk Speech Syn-

thesizer. The Talk To Me program responds to many simple words. Some are ATARI BASIC commands, some are verbs or action words. A demonstration program is provided which will spell words correctly, but cause mispronunciation. Following this, the word is spelled incorrectly such that the pronunciation is correct. With Talk To Me, you can generate words, phrases, sentences, and much more.
9-Adult, 24K, ▭/▣, ATARI BASIC, Dynacomp Type 'n Talk Speech Synthesizer
$14.95/$18.95. Dynacomp

Team-Work
Team-Work is one of the Microgroup-8 program series that allows up to eight players, using paddles, to control selection of responses. Team-Work reinforces cooperative problem-solving in two four-player teams. Various words or numbers scroll in each player's "window" on the screen. The teams compete to be first in selecting four responses that exemplify the same verbal concept or numerical progression, age-graded in difficulty. Team-Work programs include: language arts, mathematics, social studies, and science.
K-12, 16K/24K, ▭/▣, ATARI BASIC, ♨
$19.95/$24.95. Edupro

U.S. Road Signs
The definite pattern of traffic signs related to such things as their shape and color helps drivers become familiar with the "sign language" of our road systems. This is a tutorial lesson to learn these U.S. road signs. A review is presented at the end of each session, dependent upon how well the student has answered the questions. Graphics have been used throughout this program.
6-Adult, 16K, ▭/▣, ATARI BASIC
$9.95. JMH Software of Minnesota

[11] Trademark of Spinnaker Software
[12] Ibid

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Atari, Inc.
Home Computer Division
P.O. Box 50047
San Jose, CA 95134-2191
800 538-8543

ATARI Program Exchange
Atari, Inc.
P.O. Box 3705
Santa Clara, CA 95055
800 538-1862

Basics and Beyond, Inc.
Pinesbridge Road, Box D
Amawalk, NY 10501
914 962-2355

Compumax, Inc.
P.O. Box 7239
Menlo Park, CA 94025
415 854-6700

Compu-Tations, Inc.
P.O. Box 502
Troy, MI 48099
313 689-5059

**Computer Assisted
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6115 28th Street, S.E.
Grand Rapids, MI 49506
616 942-2891

CONDUIT
P.O. Box 388
Iowa City, IA 52244-0388
319 353-5789

Control Data Corporation
8100 34th Avenue, S.
Bloomington, MN 55440
612 853-6706

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Norman, OK 73070
405 288-2300

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Rochester, NY 14618
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Educational Activities, Inc.
P.O. Box 392
Freeport, NY 11520
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Educational Software
4565 Cherryvale Avenue
Soquel, CA 95073
408 476-4901

Edupro
717 Charleston Court
Palo Alto, CA 94303
415 494-2790

Edu-Soft
Box 2304
Berkeley, CA 94702
800 227-2410

Edu-Ware Services, Inc.
28035 Dorothy Drive
Agoura, CA 91301
213 706-0661

**Encyclopedia Britanica
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425 N. Michigan Avenue
Chicago, IL 60611
800 554-9862

**High Technology Software
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P.O. Box 14665
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**Home-Computer Software
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408 732-9222

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Computing Consortium**
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Lake Zurich, IL 60047
312 438-4850

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Greenwich, CT 06830
203 661-8799

Random House Inc.
400 Hahn Road
Westminster, MD 21157
800 638-6460

**Reader's Digest
Services, Inc.**
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Division
Pleasantville,NY 10570
914 769-7000

**School CourseWare
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1341 Bulldog Lane, Ste. C4
Fresno, CA 93710

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Chicago, IL 60606
800 621-0476

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Cambridge, MA 02142
617 868-4700

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Pleasantville, NY 10570
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Darby, MT 59829

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415 493-3477

T.H.E.S.I.S.
P.O. Box 147
Garden City, MI 48135-0147
313 595-4722

FALL 1983 UPDATE

Educational Activities, Inc.
(address on page 48)

Africa
Algebraic Expressions
Annam-Simulation
Cells
Crypto De-code (cryptograms)
Introduction to Decimals
Long Division
Math Baseball
Our Weird and Wacky World
   (reading)
Our Wild and Crazy World
   (reading)
Read and Solve Math Problems
Regions of the United States
Science Content Reading
Simulations: Lincoln's Decision
Using Phonics in Context
Writing Competency Program

Educational Software
(address on page 48)

Marathon (math skills game)
Tricky Tutorials (16 new products)

Edu-Soft
(address on page 48)

Estimation Skill Builder
Fast Facts
Guess the Number Reverse
Integers/Integer Fast Facts

Edu-Ware Services, Inc.
(address on page 48)

Introduction to Counting
Spelling Bee Games

Ginn & Company
191 Spring Street,
Lexington, MA 02173
(617) 863-7651

Computer Management System
   (Easy to read reports for
   teachers, administrators and
   parents for the Ginn Reading
   Program.)

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(213) 303-1571

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   reading assessment)

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Sunnyvale, CA 94086

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Boston, MA 02107
(617) 725-5000

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Calculus Computer Activities
Geometry Computer Activities

**Institute for Computers
in Jewish Life**
(address on page 48)

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Chumash Compu-flash Cards
Game of the Maccabees
Halachic Z'manim
How to Conduct a Seder
Jewish I.Q. Baseball
Judaism & Prayer
Proverbs
Reading Rashi
The Game of Jericho
Write Hebrew for Adults
Write Hebrew for Children

JMH Software of Minnesota, Inc.
(address on page 48)

Addition Practice (5 programs)
Foreign Language Concentration:
   French, German, Spanish (five
   programs each language)
Rounding
Ruler Fractions I

Johnson Software
238 San Lorenzo Blvd. #5
Santa Cruz, CA 95060
(new address)

Krell Software
(address on page 48)

Alexander The Great
Pythagoras & The Dragon
War of the Samuri

Macrotronics, Inc.
1125 N. Golden State Blvd.,
Turlock, CA 95380
(800) 344-7493

Morse Tutor

Milliken Publishing Co.
(address on page 48)

Edufun! (Series includes: Alien-
   counter, Face Flash, Jar Game
   Chaos, Gulp!, Arrow Graphics,
   Golf Classics, Compubar, Frenzy,
   Flip Flop, Battling Bugs,
   Concentration)
Math Sequences (comprehensive
   math curriculum)

Random House, Inc.
(address on page 48)

Custom Ware: Spelling
Far Star I and Far Star II (a game
   of skill in basic math facts)
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   7th, 8th, 9th grade geography
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1900 East Lake Avenue,
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   States, States and Capitals,
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   Multiplication Bingo)
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   (Volcano, Oregon Trail, Poem,
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Atari Dissemination Disk #3
   Pak Jana, Attribute Boxes,
   Cinquain, Fraction)
Atari Dissemination Disk #4
   (Hurkle, Kalah, Guess My Mean,
   Snark)

Spinnaker Software
(address on page 48)

Alphabet Zoo
Kindercomp
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Rhymes & Riddles
In Search of the Most
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(800) 233-0759

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   Introductory Course

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(address on page 48)

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Spanish Word Guide

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AVAILABLE AUTUMN 1983:
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ATARI Logo is being developed by Logo Computer Systems, Inc., of Montreal, Canada, and will be exclusively manufactured for and distributed by Atari, Inc. The Logo Language was originally developed at MIT by a research group headed by Dr. Seymour Papert.

Specifications and delivery date may change. Contact Atari, Inc. for further details.

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